

Defender - Level 1

Name	Clubs
Pronouns	

Primary Skill	+1	Brute
Primary Suit	-	Clubs

Rest Cards	9
Speed	6

	<u>Base</u>	<u>Armored</u>
Armor Range	3	2
	<u>Max</u>	<u>Current</u>
Armor Points	2	
Health Points	7	
Power Points	2	

<u>Stat</u>	<u>Mod</u>
Agility	+1
Finesse	+2
Stealth	+1
Conviction	+1
Bluffing	+1
Performance	+1
Intelligence	-2
Knowledge	-2
Investigation	-2
Intuition	0
Detection	0
Craft	0
Strength	+1
Athletics	+1
Brute	+1
Vitality	+2

<u>Qty</u>	<u>Inventory</u>	<u>Info</u>
x1	Armor	Chain Mail, AR 2
x1	Shield	Heavy shield, 2 AP
x1	Shortsword	1 damage, 1 handed
x1	Maul	2 damage, 2 handed
x1	Backpack	
x5	Torches	
x1	Flint & Tinder	
x1	Bedroll	
x1	Tent	
x1	Climbing Gear	
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<u>Power</u>	<u>Type</u>	<u>PP</u>	<u>Mechanic</u>
Attack, Weapon	Major		Major. As a Major Action in combat, you make a check to attack an Enemy. This may be performed while under the effects of another Power.
Momentum	Passive		Passive. As part of your movement, you attempt to move a character who is within 1 space of you. If unwilling, target(s) make a STR or AGL Save. On fail, target(s) be moved to 1 space of attacker's end position..
Shield, Self	Major	1- 2	Major. For 1 or 2 PP, Add 1 or 2 AP to yourself. This effect is in addition to AP from physical items, but must replace AP from other Powers..
Attack, Vengeance	Major		Major. When an ally takes damage in combat, you may take a Weapon Attack against the attacker on your next turn with the Upper Hand.
Oath	Major		Vulny. Work with your GM to define the code you live by. This may be pacifism or always helping those in need.
Bloodthirsty	Vulny		Vulny. Given the choice between a peaceful or violent solution, you must choose combat.

Defender - Level 2

Name	Clubs
Pronouns	

Primary Skill	+2	Brute
Primary Suit	Agro	Clubs

Rest Cards	11
Speed	6

	<u>Base</u>	<u>Armored</u>
Armor Range	3	2
	<u>Max</u>	<u>Current</u>
Armor Points	2	
Health Points	8	
Power Points	3	

<u>Stat</u>	<u>Mod</u>
Agility	+1
Finesse	+2
Stealth	+1
Conviction	+1
Bluffing	+1
Performance	+1
Intelligence	-2
Knowledge	-2
Investigation	-2
Intuition	0
Detection	0
Craft	0
Strength	+2
Athletics	+2
Brute	+2
Vitality	+2

<u>Qty</u>	<u>Inventory</u>	<u>Info</u>
x1	Armor	Chain Mail, AR 2
x1	Shield	Heavy shield, 2 AP
x1	Shortsword	1 damage, 1 handed
x1	Maul	2 damage, 2 handed
x1	Backpack	
x5	Torches	
x1	Flint & Tinder	
x1	Bedroll	
x1	Tent	
x1	Climbing Gear	
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<u>Power</u>	<u>Type</u>	<u>PP</u>	<u>Mechanic</u>
Attack, Weapon	Major		Major. As a Major Action in combat, you make a check to attack an Enemy. This may be performed while under the effects of another Power.
Momentum	Passive		Passive. As part of your movement, you attempt to move a character who is within 1 space of you. If unwilling, target(s) make a STR or AGL Save. On fail, target(s) be moved to 1 space of attacker's end position..
Shield, Self	Major	1- 2	Major. For 1 or 2 PP, Add 1 or 2 AP to yourself. This effect is in addition to AP from physical items, but must replace AP from other Powers..
Attack, Vengeance	Major		Major. When an ally takes damage in combat, you may take a Weapon Attack against the attacker on your next turn with the Upper Hand.
Momentum Aura	Major	1	Major. For 1 PP, Your Momentum ability extends to 3 spaces.. If unwilling, target(s) make a STR or AGL Save. On fail, target(s) be moved to 1 space of attacker's end position..
Oath	Major		Vulny. Work with your GM to define the code you live by. This may be pacifism or always helping those in need.
Bloodthirsty	Vulny		Vulny. Given the choice between a peaceful or violent solution, you must choose combat.

Defender - Level 3

Name	Clubs
Pronouns	

Primary Skill	+3	Brute
Primary Suit	Agro	Clubs

Rest Cards	11
Speed	6

	<u>Base</u>	<u>Armored</u>
Armor Range	3	2
	<u>Max</u>	<u>Current</u>
Armor Points	2	
Health Points	9	
Power Points	2	

<u>Stat</u>	<u>Mod</u>
Agility	+1
Finesse	+3
Stealth	+1
Conviction	+1
Bluffing	+1
Performance	+1
Intelligence	-2
Knowledge	-2
Investigation	-2
Intuition	0
Detection	0
Craft	0
Strength	+2
Athletics	+2
Brute	+3
Vitality	+2

<u>Qty</u>	<u>Inventory</u>	<u>Info</u>
x1	Armor	Chain Mail, AR 2
x1	Shield	Heavy shield, 2 AP
x1	Shortsword	1 damage, 1 handed
x1	Maul	2 damage, 2 handed
x1	Backpack	
x5	Torches	
x1	Flint & Tinder	
x1	Bedroll	
x1	Tent	
x1	Climbing Gear	
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<u>Power</u>	<u>Type</u>	<u>PP</u>	<u>Mechanic</u>
Attack, Weapon	Major		Major. As a Major Action in combat, you make a check to attack an Enemy. This may be performed while under the effects of another Power.
Momentum	Passive		Passive. As part of your movement, you attempt to move a character who is within 1 space of you. If unwilling, target(s) make a STR or AGL Save. On fail, target(s) be moved to 1 space of attacker's end position..
Shield, Self	Major	1-2	Major. For 1 or 2 PP, Add 1 or 2 AP to yourself. This effect is in addition to AP from physical items, but must replace AP from other Powers..
Attack, Charge	Major	1-2	Major. For 1 or 2 PP, You must move 3 spaces before using this Power. You add +1 or 2 to the damage on a successful Weapon Attack. Power Points are still expended on a miss..
Momentum Aura	Major	1	Major. For 1 PP, Your Momentum ability extends to 3 spaces.. If unwilling, target(s) make a STR or AGL Save. On fail, target(s) be moved to 1 space of attacker's end position..
Oath	Major		Vulny. Work with your GM to define the code you live by. This may be pacifism or always helping those in need.
Bloodthirsty	Vulny		Vulny. Given the choice between a peaceful or violent solution, you must choose combat.

Caster - Level 1

Name	Diamonds
Pronouns	

Primary Skill	+2	Knowledge
Primary Suit	-	Diamonds

Rest Cards	10
Speed	4

	<u>Base</u>	<u>Armored</u>
Armor Range	3	
	<u>Max</u>	<u>Current</u>
Armor Points	0	
Health Points	6	
Power Points	4	

<u>Stat</u>	<u>Mod</u>
Agility	0
Finesse	0
Stealth	0
Conviction	0
Bluffing	+1
Performance	0
Intelligence	+2
Knowledge	+2
Investigation	+2
Intuition	0
Detection	0
Craft	0
Strength	0
Athletics	0
Brute	0
Vitality	+1

<u>Qty</u>	<u>Inventory</u>	<u>Information</u>
x1	Staff	1 damage, 2 handed
x1	Statue	Idol of the Oracle
x1	Backpack	
x1	Bedroll	
x5	Torches	
x1	Flint & Tinder	
x1	Tent	
x1	Scroll Case	
x1	Lantern	
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<u>Power</u>	<u>Type</u>	<u>PP</u>	<u>Mechanic</u>
Attack, Mystic	Major		Major. As a Major Action in combat, you can make a check to attack an Enemy. This may be performed while under the effects of another Power.
Attack, Mystic Aura	Major	1- 2	Major. For 1 or 2 PP, You perform your Mystic Attack on all characters within 1 or 2 space(s)..
Attack, Mystic Cone	Major	1	You perform your Mystic Attack on all characters within a cone of 3 spaces in front of you.
Lucky	Passive		Passive. On a Suited Miss, you may redraw once. This Power cannot be used multiple times on the same check.
Frail Form	Vulny		Vulny. When you take this Vulnerability, your combat speed is reduced by two spaces. When making a check to traverse terrain, draw with the Lower Hand.
Conceited	Vulny		Vulny. If you make a check to understand a topic or observe another creature, you must justify why your character thinks it's about themselves, or draw with the Lower Hand.

Caster - Level 2

Name	Diamonds
Pronouns	

Primary Skill	+2	Knowledge
Primary Suit	Intense	Diamonds

Rest Cards	11
Speed	4

	<u>Base</u>	<u>Armored</u>
Armor Range	3	
	<u>Max</u>	<u>Current</u>
Armor Points	0	
Health Points	7	
Power Points	4	

<u>Stat</u>	<u>Mod</u>
Agility	+1
Finesse	+1
Stealth	+1
Conviction	0
Bluffing	+1
Performance	0
Intelligence	+2
Knowledge	+2
Investigation	+2
Intuition	0
Detection	0
Craft	0
Strength	0
Athletics	0
Brute	0
Vitality	+1

<u>Qty</u>	<u>Inventory</u>	<u>Information</u>
x1	Staff	1 damage, 2 handed
x1	Statue	Idol of the Oracle
x1	Backpack	
x1	Bedroll	
x5	Torches	
x1	Flint & Tinder	
x1	Tent	
x1	Scroll Case	
x1	Lantern	
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<u>Power</u>	<u>Type</u>	<u>PP</u>	<u>Mechanic</u>
Attack, Mystic	Major		Major. As a Major Action in combat, you can make a check to attack an Enemy. This may be performed while under the effects of another Power.
Attack, Mystic Aura	Major	1- 2	Major. For 1 or 2 PP, You perform your Mystic Attack on all characters within 1 or 2 space(s)..
Attack, Mystic Cone	Major	1	You perform your Mystic Attack on all characters within a cone of 3 spaces in front of you.
Lucky	Passive		Passive. On a Suited Miss, you may redraw once. This Power cannot be used multiple times on the same check.
Scrying	Major	1	Major. For 1 PP, You can a look at your top 2 cards of your deck and discard up to two of them. You must make a Draw before using this Power again..
Frail Form	Vulny		Vulny. When you take this Vulnerability, your combat speed is reduced by two spaces. When making a check to traverse terrain, draw with the Lower Hand.
Conceited	Vulny		Vulny. If you make a check to understand a topic or observe another creature, you must justify why your character thinks it's about themselves, or draw with the Lower Hand.

Caster - Level 3

Name	Diamonds
Pronouns	

Primary Skill	+2	Knowledge
Primary Suit	Intense	Diamonds

Rest Cards	14
Speed	4

	<u>Base</u>	<u>Armored</u>
Armor Range	3	
	<u>Max</u>	<u>Current</u>
Armor Points	0	
Health Points	8	
Power Points	6	

<u>Stat</u>	<u>Mod</u>
Agility	+1
Finesse	+1
Stealth	+1
Conviction	0
Bluffing	+2
Performance	0
Intelligence	+2
Knowledge	+2
Investigation	+2
Intuition	0
Detection	0
Craft	0
Strength	0
Athletics	0
Brute	0
Vitality	+1

<u>Qty</u>	<u>Inventory</u>	<u>Information</u>
x1	Staff	1 damage, 2 handed
x1	Statue	Idol of the Oracle
x1	Backpack	
x1	Bedroll	
x5	Torches	
x1	Flint & Tinder	
x1	Tent	
x1	Scroll Case	
x1	Lantern	
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<u>Power</u>	<u>Type</u>	<u>PP</u>	<u>Mechanic</u>
Attack, Mystic	Major		Major. As a Major Action in combat, you can make a check to attack an Enemy. This may be performed while under the effects of another Power.
Attack, Mystic Aura	Major	1- 2	Major. For 1 or 2 PP, You perform your Mystic Attack on all characters within 1 or 2 space(s)..
Attack, Mystic Cone	Major	1	You perform your Mystic Attack on all characters within a cone of 3 spaces in front of you.
Lucky	Passive		Passive. On a Suited Miss, you may redraw once. This Power cannot be used multiple times on the same check.
Scrying	Major	1	Major. For 1 PP, You can a look at your top 2 cards of your deck and discard up to two of them. You must make a Draw before using this Power again..
Illusion	Major	1- 2	Major. For 1 or 2 PP, You make an illusory intangible visual (no larger than 1 space) or auditory effect that you've heard before. To determine if it's real, a character makes a Contested Conviction Check. For 2 PP, you can generate both visual and auditory effects, and the check to verify draws with the Lower Hand..
Frail Form	Vulny		Vulny. When you take this Vulnerability, your combat speed is reduced by two spaces. When making a check to traverse terrain, draw with the Lower Hand.
Conceited	Vulny		Vulny. If you make a check to understand a topic or observe another creature, you must justify why your character thinks it's about themselves, or draw with the Lower Hand.

Support - Level 1

Name	Hearts
Pronouns	

Primary Skill	+2	Craft
Primary Suit	-	Hearts

Rest Cards	9
Speed	6

	<u>Base</u>	<u>Armored</u>
Armor Range	2	
	<u>Max</u>	<u>Current</u>
Armor Points	0	
Health Points	5	
Power Points	4	

<u>Stat</u>	<u>Mod</u>
Agility	+2
Finesse	+2
Stealth	+2
Conviction	0
Bluffing	0
Performance	0
Intelligence	0
Knowledge	0
Investigation	0
Intuition	+1
Detection	+2
Craft	+2
Strength	0
Athletics	0
Brute	0
Vitality	0

<u>Qty</u>	<u>Inventory</u>	<u>Info</u>
x1	Staff	1 damage, 2 handed
x1	Amulet	Mark of Sparks
x1	Backpack	
x1	Bedroll	
x5	Torches	
x1	Flint & Tinder	
x1	Tent	
x3	Glass Vials	
x1	First Aid Kit	
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<u>Power</u>	<u>Type</u>	<u>PP</u>	<u>Mechanic</u>
Lend Aid	Minor		Minor. As a Minor Action, designate one ally who, on their next draw, will draw with the Upper Hand.
Shield, Others	Major	1- 2	Major. For 1 or 2 PP, Add 1 or 2 AP to a creature you can see. This effect does not stack with other Powers, but does stack on top of AP granted by physical items..
Heal	Major	1- 2	Major. For 1 or 2 PP, Heal yourself or another you can see for 1 or 3 Health Points.
Outsider	Major		Vulny. For any Conviction check to interact with the dominant society, you draw with the Lower Hand. If chosen as Major, work with the GM to decide some feature of your background that makes you unwelcome in most public places.
Inorganic	Vulny		You do not need to breathe, eat or sleep. Society at large considers you to have a function that you do not wish to pursue, such as a dangerous and laborious profession.

Support - Level 2

Name	Hearts
Pronouns	

Primary Skill	+2	Craft
Primary Suit	Help	Hearts

Rest Cards	12
Speed	6

	<u>Base</u>	<u>Armored</u>
Armor Range	2	
	<u>Max</u>	<u>Current</u>
Armor Points	0	
Health Points	6	
Power Points	6	

<u>Stat</u>	<u>Mod</u>
Agility	+2
Finesse	+2
Stealth	+2
Conviction	0
Bluffing	0
Performance	0
Intelligence	0
Knowledge	0
Investigation	0
Intuition	+1
Detection	+2
Craft	+2
Strength	0
Athletics	0
Brute	0
Vitality	0

<u>Qty</u>	<u>Inventory</u>	<u>Info</u>
x1	Staff	1 damage, 2 handed
x1	Amulet	Mark of Sparks
x1	Backpack	
x1	Bedroll	
x5	Torches	
x1	Flint & Tinder	
x1	Tent	
x3	Glass Vials	
x1	First Aid Kit	
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<u>Power</u>	<u>Type</u>	<u>PP</u>	<u>Mechanic</u>
Lend Aid	Minor		Minor. As a Minor Action, designate one ally who, on their next draw, will draw with the Upper Hand.
Attack, Mystic Entangle	Major	1- 2	Major. For 1 or 2 PP, Selected targets make a Save.. Once, target (s) make a DR 3 AGL Save. On fail, target(s) Entangled.
Heal	Major	1- 2	Major. For 1 or 2 PP, Heal yourself or another you can see for 1 or 3 Health Points.
Lend Vigor	Major	1- 2	Major. For 1 or 2 PP, Designate 1 or 2 character(s) who, on their next turn, can take an additional Major Action without penalty and move 2 additional spaces during their movement..
Outsider	Major		Vulny. For any Conviction check to interact with the dominant society, you draw with the Lower Hand. If chosen as Major, work with the GM to decide some feature of your background that makes you unwelcome in most public places.
Inorganic	Vulny		You do not need to breathe, eat or sleep. Society at large considers you to have a function that you do not wish to pursue, such as a dangerous and laborious profession.

Support - Level 3

Name	Hearts
Pronouns	

Primary Skill	+2	Craft
Primary Suit	Help	Hearts

Rest Cards	16
Speed	6

	<u>Base</u>	<u>Armored</u>
Armor Range	2	
	<u>Max</u>	<u>Current</u>
Armor Points	0	
Health Points	8	
Power Points	8	

<u>Stat</u>	<u>Mod</u>
Agility	+2
Finesse	+2
Stealth	+2
Conviction	0
Bluffing	0
Performance	0
Intelligence	0
Knowledge	0
Investigation	0
Intuition	+1
Detection	+2
Craft	+2
Strength	0
Athletics	0
Brute	0
Vitality	+1

<u>Qty</u>	<u>Inventory</u>	<u>Info</u>
x1	Staff	1 damage, 2 handed
x1	Amulet	Mark of Sparks
x1	Backpack	
x1	Bedroll	
x5	Torches	
x1	Flint & Tinder	
x1	Tent	
x3	Glass Vials	
x1	First Aid Kit	
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<u>Power</u>	<u>Type</u>	<u>PP</u>	<u>Mechanic</u>
Lend Aid	Minor		Minor. As a Minor Action, designate one ally who, on their next draw, will draw with the Upper Hand.
Attack, Mystic Entangle	Major	1- 2	Major. For 1 or 2 PP, Selected targets make a Save.. Once, target (s) make a DR 3 AGL Save. On fail, target(s) Entangled.
Heal	Major	1- 2	Major. For 1 or 2 PP, Heal yourself or another you can see for 1 or 3 Health Points.
Lend Vigor	Major	1- 2	Major. For 1 or 2 PP, Designate 1 or 2 character(s) who, on their next turn, can take an additional Major Action without penalty and move 2 additional spaces during their movement..
Slow	Major	2	Major. For 2 PP, Select a point in space. You initiate a Primary Skill Contested Check vs. Strength for all creatures within 2 spaces. On a failure, their speed is halved and they are limited to one Major or Minor action per turn. A creature that starts their turn outside of the area is no longer affected. Objects in the area are slowed until the effect ends or they are moved by a creature..
Outsider	Major		Vulny. For any Conviction check to interact with the dominant society, you draw with the Lower Hand. If chosen as Major, work with the GM to decide some feature of your background that makes you unwelcome in most public places.
Inorganic	Vulny		You do not need to breathe, eat or sleep. Society at large considers you to have a function that you do not wish to pursue, such as a dangerous and laborious profession.

Martial - Level 1

Name	Spades
Pronouns	

Primary Skill	+2	Finesse
Primary Suit	-	Spades

Rest Cards	7
Speed	6

	<u>Base</u>	<u>Armored</u>
Armor Range	2	
	<u>Max</u>	<u>Current</u>
Armor Points	0	
Health Points	5	
Power Points	2	

<u>Stat</u>	<u>Mod</u>
Agility	+2
Finesse	+2
Stealth	+2
Conviction	0
Bluffing	0
Performance	0
Intelligence	0
Knowledge	0
Investigation	0
Intuition	0
Detection	0
Craft	+1
Strength	0
Athletics	0
Brute	0
Vitality	0

<u>Qty</u>	<u>Inventory</u>	<u>Information</u>
x2	Dagger	1 damage, 1 handed
x2	Shortsword	1 damage, 1 handed
x1	Recurve Bow	1 damage, 2 handed
x20	Arrows	
x1	Backpack	
x1	Bedroll	
x5	Torches	
x1	Flint & Tinder	
x1	Tent	
x1	Crowbar	
x1	Sack	

<u>Power</u>	<u>Type</u>	<u>PP</u>	<u>Mechanic</u>
Attack, Weapon	Major		Major. As a Major Action in combat, you make a check to attack an Enemy. This may be performed while under the effects of another Power.
Attack, Charge	Major	1- 2	Major. For 1 or 2 PP, You must move 3 spaces before using this Power. You add +1 or 2 to the damage on a successful Weapon Attack. Power Points are still expended on a miss..
Attack, Sweep	Major	1- 2	Major. For 1 or 2 PP, You perform you Weapon Attack on multiple contiguous characters within 1 space.. For 2 PP, on a hit, target(s) make a DR 3 AGL Save. On fail, target(s) Knocked Down.
Attack, Dual-Wield	Minor		Minor. On your turn, you may make a second attack as a Minor Action with Lower Hand.
Outsider	Major		Vulny. For any Conviction check to interact with the dominant society, you draw with the Lower Hand. If chosen as Major, work with the GM to decide some feature of your background that makes you unwelcome in most public places.
Eye for an Eye	Major		Vulny. If you attack in combat, you must target the enemy who hit you most recently.

Martial - Level 2

Name	Spades
Pronouns	

Primary Skill	+2	Finesse
Primary Suit	Thwart	Spades

Rest Cards	9
Speed	6

	<u>Base</u>	<u>Armored</u>
Armor Range	2	
	<u>Max</u>	<u>Current</u>
Armor Points	0	
Health Points	7	
Power Points	2	

<u>Stat</u>	<u>Mod</u>
Agility	+2
Finesse	+2
Stealth	+2
Conviction	0
Bluffing	0
Performance	0
Intelligence	0
Knowledge	0
Investigation	0
Intuition	0
Detection	0
Craft	+1
Strength	0
Athletics	0
Brute	0
Vitality	+1

<u>Qty</u>	<u>Inventory</u>	<u>Information</u>
x2	Dagger	1 damage, 1 handed
x2	Shortsword	1 damage, 1 handed
x1	Recurve Bow	1 damage, 2 handed
x20	Arrows	
x1	Backpack	
x1	Bedroll	
x5	Torches	
x1	Flint & Tinder	
x1	Tent	
x1	Crowbar	
x1	Sack	

<u>Power</u>	<u>Type</u>	<u>PP</u>	<u>Mechanic</u>
Attack, Weapon	Major		Major. As a Major Action in combat, you make a check to attack an Enemy. This may be performed while under the effects of another Power.
Attack, Charge	Major	1- 2	Major. For 1 or 2 PP, You must move 3 spaces before using this Power. You add +1 or 2 to the damage on a successful Weapon Attack. Power Points are still expended on a miss..
Attack, Sweep	Major	1- 2	Major. For 1 or 2 PP, You perform you Weapon Attack on multiple contiguous characters within 1 space.. For 2 PP, on a hit, target(s) make a DR 3 AGL Save. On fail, target(s) Knocked Down.
Keen Eye	Passive		Passive. When you make a Detection check to observe the world around you (visual, auditory or olfactory), draw with the Upper Hand.
Attack, Dual-Wield	Minor		Minor. On your turn, you may make a second attack as a Minor Action with Lower Hand.
Outsider	Major		Vulny. For any Conviction check to interact with the dominant society, you draw with the Lower Hand. If chosen as Major, work with the GM to decide some feature of your background that makes you unwelcome in most public places.
Eye for an Eye	Major		Vulny. If you attack in combat, you must target the enemy who hit you most recently.

Martial - Level 3

Name	Spades
Pronouns	

Primary Skill	+2	Finesse
Primary Suit	Thwart	Spades

Rest Cards	10
Speed	6

	<u>Base</u>	<u>Armored</u>
Armor Range	2	
	<u>Max</u>	<u>Current</u>
Armor Points	0	
Health Points	8	
Power Points	2	

<u>Stat</u>	<u>Mod</u>
Agility	+2
Finesse	+2
Stealth	+2
Conviction	0
Bluffing	0
Performance	0
Intelligence	0
Knowledge	0
Investigation	0
Intuition	+1
Detection	+2
Craft	+1
Strength	0
Athletics	0
Brute	0
Vitality	+1

<u>Qty</u>	<u>Inventory</u>	<u>Information</u>
x2	Dagger	1 damage, 1 handed
x2	Shortsword	1 damage, 1 handed
x1	Recurve Bow	1 damage, 2 handed
x20	Arrows	
x1	Backpack	
x1	Bedroll	
x5	Torches	
x1	Flint & Tinder	
x1	Tent	
x1	Crowbar	
x1	Sack	

<u>Power</u>	<u>Type</u>	<u>PP</u>	<u>Mechanic</u>
Attack, Weapon	Major		Major. As a Major Action in combat, you make a check to attack an Enemy. This may be performed while under the effects of another Power.
Attack, Charge	Major	1- 2	Major. For 1 or 2 PP, You must move 3 spaces before using this Power. You add +1 or 2 to the damage on a successful Weapon Attack. Power Points are still expended on a miss..
Attack, Sweep	Major	1- 2	Major. For 1 or 2 PP, You perform you Weapon Attack on multiple contiguous characters within 1 space.. For 2 PP, on a hit, target(s) make a DR 3 AGL Save. On fail, target(s) Knocked Down.
Keen Eye	Passive		Passive. When you make a Detection check to observe the world around you (visual, auditory or olfactory), draw with the Upper Hand.
Attack, Dual-Wield	Minor		Minor. On your turn, you may make a second attack as a Minor Action with Lower Hand.
Attack, Dual-Wield Master	Minor		Minor. On your turn, you may make a second attack as a Minor Action. When making this attack, you no longer draw with the Lower Hand.
Outsider	Major		Vulny. For any Conviction check to interact with the dominant society, you draw with the Lower Hand. If chosen as Major, work with the GM to decide some feature of your background that makes you unwelcome in most public places.
Eye for an Eye	Major		Vulny. If you attack in combat, you must target the enemy who hit you most recently.