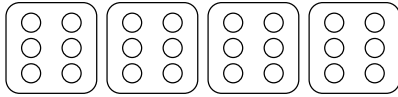
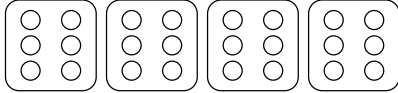


Power



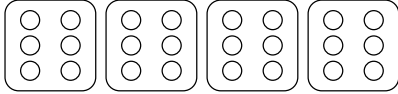
Attacking, lifting, pushing, breaking, and sometimes climbing.

Agility



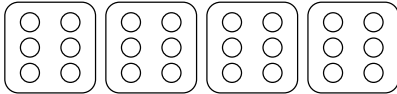
Defending, running, jumping, sneaking, hiding, dodging, swinging, and sometimes climbing

Brains



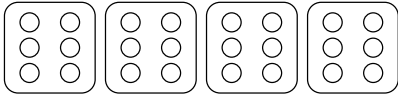
Intelligence, wisdom, personality, disguises, discernment, perspicacity, spells, clues, psychic abilities, languages, codes, history.

Health



Health Points, stamina, fatigue, carrying, breath holding, disease resistance, poison resistance.

Dare



Daring, focus, luck, chutzpah, fate, karma.

Combat skills: +2h Combat related rolls. +1 Crit rolls. This character can divide up their attack dice between opponents.

Equipment: Sack, Healing herbs (6) [+2h to a *healing* check.], Lantern, flint & steel

Doom: Gambles

Money



Fist

1. Black eye. +1 damage and possible quick hand action.
2. Uppercut knocks them flat.
3. Kidney shot. Fall over and actions are at -1d.
4. Disarmed. Weapon thrown 5d' away.
5. Uppercut. +2 damage.
6. Haymaker. +2 damage and knock them flat.
7. Eye strike. -1 attack until healed.
8. Knee damaged. Movement reduced by half. -2 **power** and **agility** reduced to 1.
9. Disarmed and weapon grabbed. Make a free attack with it now.
10. K.O. prone and make 3 **health** hits to awaken.
11. Neck strike. +3 damage, drop weapon, and lose a turn.
12. Chained combo. Keep rolling attacks until one fails or you fumble.
13. Pull their still beating heart from their chest and show it to them.

Sword (+2d)

1. Gain +1 **Armor** against this opponent until next round.
2. Opponent cannot crit on you with their next attack.
3. Opponent loses their highest rolled attack die if they attack you.
4. +2 Damage to weapon arm. -2d attack.
5. Bleeding wound. +2 damage and 1 damage/round until bleeding is stopped.
6. Powerful strike. +3 damage and 3h *agility* check or be pushed back.
7. Skillful attack. Choice of grappled, pushed back or other effect.
8. Trip up. +4 damage and 4h *agility* check or prone.
9. Weapon arm removed and smacks another opponent.
10. Gory attack. +2d6 damage and other opponents may flee.
11. *You killed my father. Prepare to die* +d66 damage.
12. Speed demon. Make 1d6 more attacks against opponents in close range.
13. Blur of blades. All opponents in melee range take 2d6 damage.

