

NAME

CLASS & VOCATION

HIT POINTS

how much punishment your meat-suit can take

SAVING THROW

how trained or lucky you are in bad situations

STRENGTH

physical power

ENDURANCE

physical resilience and well-being

AGILITY

+1 init. AGL 13+ / +2 init. AGL 16+

KARISMA

divine favor, fortune, and luck

AURA

mental resilience and well-being

THOUGHT

+1 lang. THO 13+ / +2 lang. THO 16+

LEVEL

XP

ARMOR CLASS

how hard you are to hit

ATTACK VALUE

how well you can hurt others

LANGUAGES

LVL	XP	HD	AV	ST	SL	GR	RA
1	0	1	10	7	1	2	-
2	1500	2	11	8	1	2	1
3	3000	2+1	11	9	1	3	1
4	6000	3	12	10	2	3	2
5	12000	3+1	12	11	2	4	2
6	24000	4	13	12	2	4	3
7	48000	4+1	13	13	3	5	3
8	96000	5	14	14	3	5	4
9	192000	5+1	14	15	3	6	4
10	384000	6	15	16	4	6	5

VOCATION

ATTUNEMENTS

EQUIPMENT RESTRICTIONS

SLOTS

WEAPONS, ARMOR, & GEAR

EXTRA GEAR

1		11	
2		12	
3		13	
4		14	
5		15	
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9		19	
10		20	

COMBAT OPTIONS

THE DEFT

deft characters rely on superior technique and skill

When properly equipped, and when rolling for a task or an attack that is in line with the vocation, the deft always use a positive double roll. For this reason, deft characters don't mark the the vocation group next to a specific attribute.

Additionally, when they try to do damage from an advantageous position in combat, deft characters may switch this double positive roll benefit for double damage, if their vocation is relevant to the situation.

A combat oriented vocation gets +1 to damage and AC from an off-hand weapon, while non-combat oriented vocations may save to turn a successful task roll into a critical success, once per session.

Must be a teacher, an item, a pet, or a place. Each slot has two attunements, with only one active at a time. Switching takes a day spent in practice.

Once per day, active attunements can auto succeed on a hard task, while allowing a regular roll on a *nigh* impossible task.

Shields and armor heavier than studded leather blocks slots and double damage options. Non-attuned two handed weapons recieve -2 AV.

Charge. Move 15 feet in a straight line and attack with combat advantage. -3 AC until your next turn.

Defense. Take -2 AV or -2 dmg., or -1 AV *and* -1 dmg., to get +2 AC

Offense. Take -2 AC and get +1 AV and +1 dmg. Lasts until your next turn.

Grapple. Make unarmed attack, but forsake dmg. to hold enemy. The enemy must win a contest against your STR to break free.

Protect. Make a *task roll* against your AV. On success, next attack on an adjacent friend targets you. Enemy may save to avoid.

Trick. Attack and exchange your damage roll for one of the following, each negated by enemy save:

- Push the enemy 5 ft. away, and follow if you like.
- Feint to make 2 attacks with combat adv. next round.
- Disarm the enemy to drop their weapon 2d6 ft. away.
- Trip the enemy so that they lose their move in the next round, giving you combat adv.

Press. Take penalty to your AV when using a special combat option, give your enemy the same penalty. If you fail or if the save succeeds, the enemy gets combat adv. against you in the next round.

Persist. Once/combat, make a CON task roll or save against *incoming damage*. On success, reduce dmg. by d6. On fail and/or dmg. takes you into negative HP, knocked out for 2 rounds.

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WEAPONS, ARMOR, & GEAR

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EXTRA GEAR

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KEYWORD

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- **Memorable enemy.** If the keyword relates to an action, may take +2 for one round to either AC, AV, ST, HP, an attribute, damage, healing, MV, quality or initiative.
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FREE ATTACKS

Can make a number of free attacks equal to level

THE STRONG

strong characters rely on combat skills and physique

SPECIAL COMBAT ACTIONS

☐ Spend a full action to protect an adjacent character by absorbing all attacks until their next turn. Each enemy saves against this effect.

☐ After a hit, push an opponent backwards ten feet and move into the space formerly occupied by the opponent. The target saves. Target's movement can trigger free attacks from someone else.

☐ When fighting big opponents, roll AGL to cling and climb and gain double combat advantage while hanging on. New AGL rolls may be required.

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LEVEL

XP

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LVL

XP

HD

AV

ST

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SLOTS

WEAPONS, ARMOR, & GEAR

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