

HELLO, MY NAME IS...

NAME

LEVEL

LANGUAGES

CLASS & VOCATION

XP

MARK DOWN YOUR STATS. RE-ROLL HD EACH LEVEL

HIT POINTS

how much punishment your meat-suit can take

ARMOR CLASS

how hard you are to hit

SAVING THROW

how trained or lucky you are in bad situations

ATTACK VALUE

how well you can hurt others

ROLL 3D6 FOR EACH STAT AND PLACE IT IN THE CIRCLE

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+

ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DOWN.

1		11	
2		12	
3		13	
4		14	
5		15	
6		16	
7		17	
8		18	
9		19	
10		20	

THE DEFT

rely on superior technique and skill

SPECIAL MANOEUVERS

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.

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.

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.

ATTUNE A TEACHER, ITEM, PET, OR PLACE

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MARK DOWN YOUR STATS. RE-ROLL HD EACH LEVEL

HIT POINTS

+1 HP. END 13+ / +1 HP. END 16+

ARMOR CLASS

how hard you are to hit

SAVING THROW

+1 poison & death / +4 special melee attacks

ATTACK VALUE

+1 AV. STR 13+ / +1 dmg. STR 16+

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STRENGTH

physical power

ENDURANCE

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AGILITY

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

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THE STRONG
rely on combat skills and physique

SPECIAL MANOEUVERS

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.

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NOTE WHAT YOUR JOB CAN DO

KEYWORD

If you deliver a killing blow in a memorable battle, you may loot a keyword from the enemy, to be called upon for tricks, special attack, or abilities in one of the following *categories*, decided at the time of looting:

- **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.
- **Substance.** You extract a rare and potent substance (poison, acid, something flammable, etc.). Must be placed in inventory and counts toward encumbrance.
- **Supernatural.** The killing transfers a non-violent supernatural ability that the monster has.

Can only hold one at a time, getting a new one when a new monster is killed. Can be used # of times equal to level.

KILLING MOMENTUM

Putting an enemy at zero or negative hit points allows an additional attack against an adjacent enemy.

FREE ATTACKS

Can make a number of free attacks equal to level

CHOOSE 1 COMBAT OPTION PER LEVEL

- ☐ **Bulwark.** Spend a full action to protect an adjacent character by absorbing all attacks until their next turn. Each enemy saves against this effect.
- ☐ **Bullrush.** 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.
- ☐ **Clamber.** When fighting big opponents, roll AGL to cling and climb and gain double combat advantage while hanging on. New AGL rolls may be required.
- ☐ **Berzerk.** Work up a battle frenzy (1 round of concentration) for +2 AV and damage, but also -3 AC. Other slotted abilities are blocked. After combat, save or attack closest target.
- ☐ **Command.** Tactically bestow a +4 AV bonus on an ally, once per battle for a single attack made right away or later in that fight. This requires a related small verbal action.
- ☐ **Rally.** Take a small verbal action and encourage friends within a 15 feet radius to give +1 AV and +1 ST, or invert this ability for -1 AV and ST to enemies.
- ☐ **Flurry.** Forsake move and make a one-handed melee attack and a one-handed ranged attack in the same round with suitable weapons.
- ☐ **Outplay.** Parry and wait instead of attacking to get +2 AC. Gain double combat advantage in the next round against an enemy they have parried. Parrying again will gain triple combat advantage. If damaged while parrying, save or lose the effect.

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SAVING THROW

+2 magick & mind

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NOTE WHAT YOUR JOB CAN DO

MIRACLES

Each slot has two miracles permanently tied to it (except for the level 1 slot), with only one active at a time. Switching which one is active takes a day of preparation.

Miracles are given descriptive or evocative **wording**. The wording, vocation, and desired effect are used to triangulate the **cost** in HP: the player states what the miracle should do and the Referee suggests the costs. Costs may be lowered with drawbacks and ingredients, or increased if the effect is further from the wording, the vocation, and what can be acheived without magick.

If your level exceeds the HP cost, can slot scrolls with a successful trained Thought roll, and can reproduce its static effect once per day at **zero** HP cost.

SUPERNATURAL REGENERATION

Recover from HP loss at twice the normal rate, but cannot receive healing from other means.

MAGICK ITEM

At level 3, a magick item may be slotted in second slot instead of miracles. This creates a floating HP bonus equal to level, which is removed if the item is broken.

EQUIPMENT RESTRICTION

Shields or armor heavier than leather incurs +2 HP to costs before doubling. Two-handed weapons receive -2 AV unless slotted.

THE WISE

perform miracles through arcane negotiations

SPECIAL MANOEUVERS

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TIE MIRACLES TO SLOTS

Req. 13+ AURA

Req. 16+ AURA