

NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE

Name	Languages, Details, & Musings	XP	Level
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Species & Vocation		<input type="text"/>	<input type="text"/>
<input type="text"/>	<i>+1 lang. int 13+ / +2 lang. int 16+</i>	<i>current</i>	<i>to next level up</i>

MARK DOWN YOUR STATS. RO-ROLL HD EACH LEVEL

HIT POINTS <i>instant death at -10hp</i>	<input type="text"/>	<input type="text"/>
ATTACK VALUE <i>roll at (crit) or under</i>	<input type="text"/>	<input type="text"/>
ARMOR CLASS <i>how hard you are to hit</i>	<input type="text"/>	<input type="text"/>
SAVING THROW <i>survive a bad situation</i>	<input type="text"/>	<input type="text"/>
INITIATIVE <input type="radio"/> +1 init. dex 13+ <input type="radio"/> +2 init. dex 16+	<input type="text"/>	<input type="text"/>

ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRCLE. MARK GROUPS NEXT TO THEM.

STRENGTH <i>physical power</i>	<input type="text"/>	<input type="text"/>
CONSTITUTION <i>physical resilience and well-being</i>	<input type="text"/>	<input type="text"/>
DEXTERITY <i>coordination, nimbleness, and quickness</i>	<input type="text"/>	<input type="text"/>
KARISMA <i>divine favor, fortune, and luck</i>	<input type="text"/>	<input type="text"/>
WISDOM <i>mental resilience and well-being</i>	<input type="text"/>	<input type="text"/>
INTELLIGENCE <i>mental acuity and flexibility</i>	<input type="text"/>	<input type="text"/>

NOTE WHAT THE DEFT CAN DO

VOCATION

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.

ATTUNEMENTS

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.

EQUIPMENT RESTRICTIONS

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

ATTUNE A TEACHER, ITEM, PET, OR PLACE

GAIN NEW SLOTS AT LEVEL 4, 7, & 10

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

SPECIAL COMBAT MANUEVERS

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 an CON task roll or save against *incoming damage*. On success, reduce dmg. by d6. On fail and/or if 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.

ROLL 3D6*10 **GOLD** TO START. YOU CAN HOLD **10 REGULAR-SIZED OBJECTS** + 5 IN A **BACKPACK** BEFORE SLOWING DOWN. **HEAVY OBJECTS** TAKE TWO SLOTS; **MINOR OBJECTS** TAKE HALF A SLOT. NO-SIZED ITEMS LIKE COINS FIT 100 TO A SLOT.

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

NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE

Name	Languages, Details, & Musings	XP	Level
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Species & Vocation		<i>current</i>	
<input type="text"/>	<i>+1 lang. int 13+ / +2 lang. int 16+</i>	<i>to next level up</i>	

MARK DOWN YOUR STATS. RO-ROLL HD EACH LEVEL

HIT POINTS

instant death at -10hp

<input type="text"/>	<input type="text"/>
----------------------	----------------------

ATTACK VALUE

roll at (crit) or under

<input type="text"/>	<input type="text"/>
----------------------	----------------------

ARMOR CLASS

how hard you are to hit

SAVING THROW

survive a bad situation

INITIATIVE

☐ +1 init. dex 13+☐ +2 init. dex 16+

ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRCLE. MARK GROUPS NEXT TO THEM.

STRENGTH

physical power

CONSTITUTION

physical resilience and well-being

DEXTERITY

coordination, nimbleness, and quickness

KARISMA

divine favor, fortune, and luck

WISDOM

mental resilience and well-being

INTELLIGENCE

mental acuity and flexibility

NOTE WHAT THE DEFT CAN DO

VOCATION

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.

ATTUNEMENTS

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.

EQUIPMENT RESTRICTIONS

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

ATTUNE A TEACHER, ITEM, PET, OR PLACE

GAIN NEW SLOTS AT LEVEL 4, 7, & 10

SPECIAL COMBAT MANUEVERS

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 an CON task roll or save against *incoming damage*. On success, reduce dmg. by d6. On fail and/or if 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.

ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DOWN. HEAVY OBJECTS TAKE TWO SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZED ITEMS LIKE COINS FIT 100 TO A SLOT.

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

NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE

Name	Languages, Details, & Musings	XP	Level
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Species & Vocation		<input type="text"/>	<input type="text"/>
<input type="text"/>	<i>+1 lang. int 13+ / +2 lang. int 16+</i>	<i>current</i>	
		<i>to next level up</i>	

MARK DOWN YOUR STATS. RO-ROLL HD EACH LEVEL

HIT POINTS <i>instant death at -10hp</i>	<input type="text"/>	<input type="text"/>
ATTACK VALUE <i>roll at (crit) or under</i>	<input type="text"/>	<input type="text"/>
ARMOR CLASS <i>how hard you are to hit</i>	<input type="text"/>	<input type="text"/>
SAVING THROW <i>survive a bad situation</i>	<input type="text"/>	<input type="text"/>
INITIATIVE ○ +1 init. dex 13+ ○ +2 init. dex 16+	<input type="text"/>	<input type="text"/>

ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRCLE. MARK GROUPS NEXT TO THEM.

STRENGTH <i>physical power</i>	<input type="text"/>	<input type="text"/>
CONSTITUTION <i>physical resilience and well-being</i>	<input type="text"/>	<input type="text"/>
DEXTERITY <i>coordination, nimbleness, and quickness</i>	<input type="text"/>	<input type="text"/>
KARISMA <i>divine favor, fortune, and luck</i>	<input type="text"/>	<input type="text"/>
WISDOM <i>mental resilience and well-being</i>	<input type="text"/>	<input type="text"/>
INTELLIGENCE <i>mental acuity and flexibility</i>	<input type="text"/>	<input type="text"/>

NOTE WHAT THE DEFT CAN DO

VOCATION

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.

ATTUNEMENTS

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.

EQUIPMENT RESTRICTIONS

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

ATTUNE A TEACHER, ITEM, PET, OR PLACE

GAIN NEW SLOTS AT LEVEL 4, 7, & 10

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

GENERAL COMBAT RULES

INITIATIVE. Roll a d6: high roll wins. If there is a tie, missles before melee; lighter weapons before heavier ones.

If you do nothing during your turn, you can change your initiative to 6 in following rounds.

You can choose a lower position. In the first round after this choice, you can go before others on the same initiative.

ACTIONS DURING A ROUND. attack → move → small action

FREE ATTACK & DISENGAGING Casting a spell, quaffing a potion, taking something out of a bag, moving out of melee range, and similar actions give every ready enemy in melee range a free attack. You can only make one free attack per round, except for the Strong.

To disengage, you must move backwards at a careful pace (-10ft/-2sq), still facing your opponent.

COMBAT ADVANTAGE The Referee decides when there is advantage, but generally flanking, high ground, sure footing vs. poor footing, back strikes or attacking unawares enemies grants +2AV/dmg.

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

ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DOWN. HEAVY OBJECTS TAKE TWO SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZED ITEMS LIKE COINS FIT 100 TO A SLOT.

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

NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE

Name	Languages, Details, & Musings	XP	Level
<div></div>	<div></div>	<div>current</div>	<div></div>
Species & Vocation		<div>to next level up</div>	

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

MARK DOWN YOUR STATS. RO-ROLL HD EACH LEVEL

HIT POINTS

instant death at -10hp

current

max

ATTACK VALUE

roll at (crit) or under

weapon name

dmg

ARMOR CLASS

how hard you are to hit

SAVING THROW

survive a bad situation

INITIATIVE

○ +1 init. dex 13+

○ +2 init. dex 16+

ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRCLE. MARK GROUPS NEXT TO THEM.

STRENGTH

physical power

CONSTITUTION

physical resilience and well-being

DEXTERITY

coordination, nimbleness, and quickness

KARISMA

divine favor, fortune, and luck

WISDOM

mental resilience and well-being

INTELLIGENCE

mental acuity and flexibility

NOTE WHAT THE DEFT CAN DO

VOCATION

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.

ATTUNEMENTS

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.

EQUIPMENT RESTRICTIONS

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

ATTUNE A TEACHER, ITEM, PET, OR PLACE

GAIN NEW SLOTS AT LEVEL 4, 7, & 10

GENERAL COMBAT RULES

INITIATIVE. Roll a d6: high roll wins. If there is a tie, missiles before melee; lighter weapons before heavier ones.

If you do nothing during your turn, you can change your initiative to 6 in following rounds.

You can choose a lower position. In the first round after this choice, you can go before others on the same initiative.

ACTIONS DURING A ROUND. attack → move → small action

FREE ATTACK & DISENGAGING Casting a spell, quaffing a potion, taking something out of a bag, moving out of melee range, and similar actions give every ready enemy in melee range a free attack. You can only make one free attack per round, except for the Strong.

To disengage, you must move backwards at a careful pace (-10ft/-2sq), still facing your opponent.

COMBAT ADVANTAGE The Referee decides when there is advantage, but generally flanking, high ground, sure footing vs. poor footing, back strikes or attacking unawares enemies grants +2AV/dmg.

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

ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DOWN. HEAVY OBJECTS TAKE TWO SLOTS: MINOR OBJECTS TAKE HALF A SLOT. NO-SIZED ITEMS LIKE COINS FIT 100 TO A SLOT.

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

NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE

Name	Languages, Details, & Musings	XP	Level
<div></div>	<div></div> <div>+1 lang. int 13+ / +2 lang. int 16+</div>	<div>current</div>	<div></div>
Species & Vocation		<div></div> <div>to next level up</div>	<div></div>

MARK DOWN YOUR STATS. RO-ROLL HD EACH LEVEL

HIT POINTS

- +1 hp. con 13+
- +1 hp. con 16+

<div>current</div>	<div>max</div>
--------------------	----------------

ATTACK VALUE

- +1 av. str 13+
- +1 dmg. str 16+

<div></div>	<div>weapon name</div>	<div>dmg</div>
-------------	------------------------	----------------

ARMOR CLASS

how hard you are to hit

SAVING THROW

- +1 poison & death
- +4 special melee attacks

INITIATIVE

- +1 init. dex 13+
- +2 init. dex 16+

ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRCLE. MARK GROUPS NEXT TO THEM.

STRENGTH

physical power

CONSTITUTION

physical resilience and well-being

DEXTERITY

coordination, nimbleness, and quickness

KARISMA

divine favor, fortune, and luck

WISDOM

mental resilience and well-being

INTELLIGENCE

mental acuity and flexibility

NOTE WHAT THE STRONG CAN DO

KEYWORD

<div></div>	<div>current</div>	<div>max</div>
-------------	--------------------	----------------

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 HP 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 SLOT

GAIN NEW SLOTS AT LEVEL 4, 7, & 10

- **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 DEX to cling and climb and gain double combat advantage while hanging on. New DEX 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.
- **PARRY.** 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.

SPECIAL COMBAT MANUEVERS

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 an CON task roll or save against *incoming damage*. On success, reduce dmg. by d6. On fail and/or if 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.

ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DOWN. HEAVY OBJECTS TAKE TWO SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZED ITEMS LIKE COINS FIT 100 TO A SLOT.

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

NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE

Name	Languages, Details, & Musings	XP	Level
<div></div>	<div></div>	<div>current</div>	<div></div>
Species & Vocation		<div>+1 lang, int 13+ / +2 lang, int 16+</div>	<div>to next level up</div>

MARK DOWN YOUR STATS. RO-ROLL HD EACH LEVEL

HIT POINTS

- +1 hp, con 13+
- +1 hp, con 16+

current	max

ATTACK VALUE

- +1 av, str 13+
- +1 dmg, str 16+

weapon name	dmg

ARMOR CLASS

how hard you are to hit

SAVING THROW

- +1 poison & death
- +4 special melee attacks

INITIATIVE

- +1 init, dex 13+
- +2 init, dex 16+

ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRCLE. MARK GROUPS NEXT TO THEM.

STRENGTH

physical power

CONSTITUTION

physical resilience and well-being

DEXTERITY

coordination, nimbleness, and quickness

KARISMA

divine favor, fortune, and luck

WISDOM

mental resilience and well-being

INTELLIGENCE

mental acuity and flexibility

NOTE WHAT THE STRONG CAN DO

KEYWORD

current	max

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 HP 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 SLOT

GAIN NEW SLOTS AT LEVEL 4, 7, & 10

☐ **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 DEX to cling and climb and gain double combat advantage while hanging on. New DEX 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.

☐ **PARRY.** 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.

SPECIAL COMBAT MANUEVERS

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 an CON task roll or save against *incoming damage*. On success, reduce dmg. by d6. On fail and/or if 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.

ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DOWN. HEAVY OBJECTS TAKE TWO SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZED ITEMS LIKE COINS FIT 100 TO A SLOT.

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

NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE

Name	Languages, Details, & Musings	XP	Level
<div></div>	<div></div>	<div>current</div>	<div></div>
Species & Vocation		<div>+1 lang. int 13+ / +2 lang. int 16+</div>	<div>to next level up</div>

MARK DOWN YOUR STATS. RO-ROLL HD EACH LEVEL

HIT POINTS

- +1 hp. con 13+
- +1 hp. con 16+

<div>current</div>	<div>max</div>
--------------------	----------------

ATTACK VALUE

- +1 av. str 13+
- +1 dmg. str 16+

<div></div>	<div>weapon name</div>	<div>dmg</div>
-------------	------------------------	----------------

ARMOR CLASS

how hard you are to hit

SAVING THROW

- +1 poison & death
- +4 special melee attacks

INITIATIVE

- +1 init. dex 13+
- +2 init. dex 16+

ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRCLE. MARK GROUPS NEXT TO THEM.

STRENGTH

physical power

CONSTITUTION

physical resilience and well-being

DEXTERITY

coordination, nimbleness, and quickness

KARISMA

divine favor, fortune, and luck

WISDOM

mental resilience and well-being

INTELLIGENCE

mental acuity and flexibility

NOTE WHAT THE STRONG CAN DO

KEYWORD

<div></div>	<div>current</div>	<div>max</div>
-------------	--------------------	----------------

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 HP 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 SLOT

GAIN NEW SLOTS AT LEVEL 4, 7, & 10

- **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 DEX to cling and climb and gain double combat advantage while hanging on. New DEX 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.
- **PARRY.** 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.

GENERAL COMBAT RULES

INITIATIVE. Roll a d6: high roll wins. If there is a tie, missles before melee; lighter weapons before heavier ones.

If you do nothing during your turn, you can change your initiative to 6 in following rounds.

You can choose a lower position. In the first round after this choice, you can go before others on the same initiative.

ACTIONS DURING A ROUND. attack → move → small action

FREE ATTACK & DISENGAGING Casting a spell, quaffing a potion, taking something out of a bag, moving out of melee range, and similar actions give every ready enemy in melee range a free attack. You can only make one free attack per round, except for the Strong.

To disengage, you must move backwards at a careful pace (-10ft/-2sq), still facing your opponent.

COMBAT ADVANTAGE The Referee decides when there is advantage, but generally flanking, high ground, sure footing vs. poor footing, back strikes or attacking unawares enemies grants +2AV/dmg.

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

ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DOWN. HEAVY OBJECTS TAKE TWO SLOTS: MINOR OBJECTS TAKE HALF A SLOT. NO-SIZED ITEMS LIKE COINS FIT 100 TO A SLOT.

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

NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE

Name	Languages, Details, & Musings	XP	Level
<div></div>	<div></div>	<div>current</div>	<div></div>
Species & Vocation		<div>+1 lang. int 13+ / +2 lang. int 16+</div>	<div>to next level up</div>

MARK DOWN YOUR STATS. RO-ROLL HD EACH LEVEL

HIT POINTS

- +1 hp. con 13+
- +1 hp. con 16+

<div>current</div>	<div>max</div>
--------------------	----------------

ATTACK VALUE

- +1 av. str 13+
- +1 dmg. str 16+

<div></div>	<div>weapon name</div>	<div>dmg</div>
-------------	------------------------	----------------

ARMOR CLASS

how hard you are to hit

SAVING THROW

- +1 poison & death
- +4 special melee attacks

INITIATIVE

- +1 init. dex 13+
- +2 init. dex 16+

ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRCLE. MARK GROUPS NEXT TO THEM.

STRENGTH

physical power

CONSTITUTION

physical resilience and well-being

DEXTERITY

coordination, nimbleness, and quickness

KARISMA

divine favor, fortune, and luck

WISDOM

mental resilience and well-being

INTELLIGENCE

mental acuity and flexibility

NOTE WHAT THE STRONG CAN DO

KEYWORD

<div></div>	<div>current</div>	<div>max</div>
-------------	--------------------	----------------

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 HP 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 SLOT

GAIN NEW SLOTS AT LEVEL 4, 7, & 10

GENERAL COMBAT RULES

INITIATIVE. Roll a d6: high roll wins. If there is a tie, missles before melee; lighter weapons before heavier ones.

If you do nothing during your turn, you can change your initiative to 6 in following rounds.

You can choose a lower position. In the first round after this choice, you can go before others on the same initiative.

ACTIONS DURING A ROUND. attack → move → small action

FREE ATTACK & DISENGAGING Casting a spell, quaffing a potion, taking something out of a bag, moving out of melee range, and similar actions give every ready enemy in melee range a free attack. You can only make one free attack per round, except for the Strong.

To disengage, you must move backwards at a careful pace (-10ft/-2sq), still facing your opponent.

COMBAT ADVANTAGE The Referee decides when there is advantage, but generally flanking, high ground, sure footing vs. poor footing, back strikes or attacking unawares enemies grants +2AV/dmg.

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

ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DOWN. HEAVY OBJECTS TAKE TWO SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZED ITEMS LIKE COINS FIT 100 TO A SLOT.

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

NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE

Name	Languages, Details, & Musings	XP	Level
<div></div>	<div></div>	<div>current</div>	<div></div>
Species & Vocation	<div>+1 lang, int 13+ / +2 lang, int 16+</div>	<div>to next level up</div>	

MARK DOWN YOUR STATS. RO-ROLL HD EACH LEVEL

HIT POINTS

- +1 hp, con 13+
- +1 hp, con 16+

current	max

ATTACK VALUE

- +1 av, str 13+
- +1 dmg, str 16+

weapon name	dmg

ARMOR CLASS

how hard you are to hit

SAVING THROW

- +1 poison & death
- +4 special melee attacks

INITIATIVE

- +1 init, dex 13+
- +2 init, dex 16+

ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRCLE. MARK GROUPS NEXT TO THEM.

STRENGTH

physical power

CONSTITUTION

physical resilience and well-being

DEXTERITY

coordination, nimbleness, and quickness

KARISMA

divine favor, fortune, and luck

WISDOM

mental resilience and well-being

INTELLIGENCE

mental acuity and flexibility

NOTE WHAT THE STRONG CAN DO

KEYWORD

current	max

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 HP 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 SLOT

GAIN NEW SLOTS AT LEVEL 4, 7, & 10

○ **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 DEX to cling and climb and gain double combat advantage while hanging on. New DEX 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.

○ **PARRY.** 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.

GENERAL COMBAT RULES

INITIATIVE. Roll a d6: high roll wins. If there is a tie, missiles before melee; lighter weapons before heavier ones.

If you do nothing during your turn, you can change your initiative to 6 in following rounds.

You can choose a lower position. In the first round after this choice, you can go before others on the same initiative.

ACTIONS DURING A ROUND. attack → move → small action

FREE ATTACK & DISENGAGING Casting a spell, quaffing a potion, taking something out of a bag, moving out of melee range, and similar actions give every ready enemy in melee range a free attack. You can only make one free attack per round, except for the Strong.

To disengage, you must move backwards at a careful pace (-10ft/-2sq), still facing your opponent.

COMBAT ADVANTAGE The Referee decides when there is advantage, but generally flanking, high ground, sure footing vs. poor footing, back strikes or attacking unawares enemies grants +2AV/dmg.

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

ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DOWN. HEAVY OBJECTS TAKE TWO SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZED ITEMS LIKE COINS FIT 100 TO A SLOT.

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

NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE

Name	Languages, Details, & Musings	XP	Level
<div></div>	<div></div>	<div>current</div>	<div></div>
Species & Vocation		<div>+1 lang. int 13+ / +2 lang. int 16+</div>	<div>to next level up</div>

MARK DOWN YOUR STATS. RO-ROLL HD EACH LEVEL

HIT POINTS

- +1 hp. con 13+
- +1 hp. con 16+

current	max

ATTACK VALUE

- +1 av. str 13+
- +1 dmg. str 16+

weapon name	dmg

ARMOR CLASS

how hard you are to hit

SAVING THROW

- +1 poison & death
- +4 special melee attacks

INITIATIVE

- +1 init. dex 13+
- +2 init. dex 16+

ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRCLE. MARK GROUPS NEXT TO THEM.

STRENGTH

physical power

CONSTITUTION

physical resilience and well-being

DEXTERITY

coordination, nimbleness, and quickness

KARISMA

divine favor, fortune, and luck

WISDOM

mental resilience and well-being

INTELLIGENCE

mental acuity and flexibility

NOTE WHAT THE STRONG CAN DO

KEYWORD

current	max

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 HP 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 SLOT

GAIN NEW SLOTS AT LEVEL 4, 7, & 10

GENERAL COMBAT RULES

INITIATIVE. Roll a d6: high roll wins. If there is a tie, missiles before melee; lighter weapons before heavier ones.

If you do nothing during your turn, you can change your initiative to 6 in following rounds.

You can choose a lower position. In the first round after this choice, you can go before others on the same initiative.

ACTIONS DURING A ROUND. attack→move→small action

FREE ATTACK & DISENGAGING Casting a spell, quaffing a potion, taking something out of a bag, moving out of melee range, and similar actions give every ready enemy in melee range a free attack. You can only make one free attack per round, except for the Strong.

To disengage, you must move backwards at a careful pace (-10ft/-2sq), still facing your opponent.

COMBAT ADVANTAGE The Referee decides when there is advantage, but generally flanking, high ground, sure footing vs. poor footing, back strikes or attacking unawares enemies grants +2AV/dmg.

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

ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DOWN. HEAVY OBJECTS TAKE TWO SLOTS: MINOR OBJECTS TAKE HALF A SLOT. NO-SIZED ITEMS LIKE COINS FIT 100 TO A SLOT.

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

NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE

Name	Languages, Details, & Musings	XP	Level
<div></div>	<div></div>	<div>current</div>	<div></div>
Species & Vocation		<div>+1 lang. int 13+ / +2 lang. int 16+</div>	<div>to next level up</div>

MARK DOWN YOUR STATS. RO-ROLL HD EACH LEVEL

HIT POINTS <i>instant death at -10hp</i>	<div>current</div> <div>max</div>
ATTACK VALUE <i>roll at (crit) or under</i>	<div></div> <div>weapon name</div> <div>dmg</div>
ARMOR CLASS <i>how hard you are to hit</i>	<div></div>
SAVING THROW <i>+2 magick & mind</i>	<div></div>
INITIATIVE <div>+1 init. dex 13+</div> <div>+2 init. dex 16+</div>	<div></div>

ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRCLE. MARK GROUPS NEXT TO THEM.

STRENGTH <i>physical power</i>	<div></div> <div></div>
CONSTITUTION <i>physical resilience and well-being</i>	<div></div> <div></div>
DEXTERITY <i>coordination, nimbleness, and quickness</i>	<div></div> <div></div>
KARISMA <i>divine favor, fortune, and luck</i>	<div></div> <div></div>
WISDOM <i>mental resilience and well-being</i>	<div></div> <div></div>
INTELLIGENCE <i>mental acuity and flexibility</i>	<div></div> <div></div>

NOTE WHAT THE WISE 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 achieved without magick.

If your level exceeds the HP cost, can slot scrolls with a successful trained Intelligence 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.

TIE MIRACLES TO SLOTS

GAIN NEW SLOTS AT LEVEL 3, 5, 7, & 9

<div></div>	<div>REQ. 13+ WIS</div>
<div></div>	<div>REQ. 16+ WIS</div>
<div></div>	
<div></div>	
<div></div>	
<div></div>	
<div></div>	
<div></div>	
<div></div>	
<div></div>	

SPECIAL COMBAT MANUEVERS

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 an CON task roll or save against *incoming damage*. On success, reduce dmg. by d6. On fail and/or if 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.

ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DOWN. HEAVY OBJECTS TAKE TWO SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZED ITEMS LIKE COINS FIT 100 TO A SLOT.

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

NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE

Name	Languages, Details, & Musings	XP	Level
<div></div>	<div></div>	<div>current</div>	<div></div>
Species & Vocation	<div>+1 lang. int 13+ / +2 lang. int 16+</div>	<div>to next level up</div>	

MARK DOWN YOUR STATS. RO-ROLL HD EACH LEVEL

HIT POINTS <i>instant death at -10hp</i>	<div>current</div>	<div>max</div>
ATTACK VALUE <i>roll at (crit) or under</i>	<div></div>	<div>weapon name</div>
ARMOR CLASS <i>how hard you are to hit</i>	<div></div>	<div></div>
SAVING THROW <i>+2 magick & mind</i>	<div></div>	<div></div>
INITIATIVE ○ +1 init. dex 13+ ○ +2 init. dex 16+	<div></div>	<div></div>

ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRCLE. MARK GROUPS NEXT TO THEM.

STRENGTH <i>physical power</i>	<div></div>	<div></div>
CONSTITUTION <i>physical resilience and well-being</i>	<div></div>	<div></div>
DEXTERITY <i>coordination, nimbleness, and quickness</i>	<div></div>	<div></div>
KARISMA <i>divine favor, fortune, and luck</i>	<div></div>	<div></div>
WISDOM <i>mental resilience and well-being</i>	<div></div>	<div></div>
INTELLIGENCE <i>mental acuity and flexibility</i>	<div></div>	<div></div>

NOTE WHAT THE WISE 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 achieved without magick.

If your level exceeds the HP cost, can slot scrolls with a successful trained Intelligence 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.

TIE MIRACLES TO SLOTS

GAIN NEW SLOTS AT LEVEL 3, 5, 7, & 9

<div></div>	<div></div>
<div></div>	<div></div>
<div></div>	<div>REQ. 13+ WIS</div>
<div></div>	<div>REQ. 16+ WIS</div>
<div></div>	<div></div>
<div></div>	<div></div>
<div></div>	<div></div>
<div></div>	<div></div>
<div></div>	<div></div>
<div></div>	<div></div>

SPECIAL COMBAT MANUEVERS

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 an CON task roll or save against *incoming damage*. On success, reduce dmg. by d6. On fail and/or if 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.

ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DOWN. HEAVY OBJECTS TAKE TWO SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZED ITEMS LIKE COINS FIT 100 TO A SLOT.

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

NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE

Name	Languages, Details, & Musings	XP	Level
<div></div>	<div></div>	<div>current</div>	<div></div>
Species & Vocation	<div>+1 lang. int 13+ / +2 lang. int 16+</div>	<div>to next level up</div>	

MARK DOWN YOUR STATS. RO-ROLL HD EACH LEVEL

HIT POINTS <i>instant death at -10hp</i>	<div>current</div> <div>max</div>
ATTACK VALUE <i>roll at (crit) or under</i>	<div></div> <div>weapon name</div> <div>dmg</div>
ARMOR CLASS <i>how hard you are to hit</i>	<div></div>
SAVING THROW <i>+2 magick & mind</i>	<div></div>
INITIATIVE ○ +1 init. dex 13+ ○ +2 init. dex 16+	<div></div>

ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRCLE. MARK GROUPS NEXT TO THEM.

STRENGTH <i>physical power</i>	<div></div> <div></div>
CONSTITUTION <i>physical resilience and well-being</i>	<div></div> <div></div>
DEXTERITY <i>coordination, nimbleness, and quickness</i>	<div></div> <div></div>
KARISMA <i>divine favor, fortune, and luck</i>	<div></div> <div></div>
WISDOM <i>mental resilience and well-being</i>	<div></div> <div></div>
INTELLIGENCE <i>mental acuity and flexibility</i>	<div></div> <div></div>

NOTE WHAT THE WISE 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 achieved without magick.

If your level exceeds the HP cost, can slot scrolls with a successful trained Intelligence 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.

TIE MIRACLES TO SLOTS

GAIN NEW SLOTS AT LEVEL 3, 5, 7, & 9

<div></div>	<div>REQ. 13+ WIS</div>
<div></div>	<div>REQ. 16+ WIS</div>
<div></div>	
<div></div>	
<div></div>	
<div></div>	
<div></div>	
<div></div>	
<div></div>	

GENERAL COMBAT RULES

INITIATIVE. Roll a d6: high roll wins. If there is a tie, missiles before melee; lighter weapons before heavier ones.

If you do nothing during your turn, you can change your initiative to 6 in following rounds.

You can choose a lower position. In the first round after this choice, you can go before others on the same initiative.

ACTIONS DURING A ROUND. attack → move → small action

FREE ATTACK & DISENGAGING Casting a spell, quaffing a potion, taking something out of a bag, moving out of melee range, and similar actions give every ready enemy in melee range a free attack. You can only make one free attack per round, except for the Strong.

To disengage, you must move backwards at a careful pace (-10ft/-2sq), still facing your opponent.

COMBAT ADVANTAGE The Referee decides when there is advantage, but generally flanking, high ground, sure footing vs. poor footing, back strikes or attacking unawares enemies grants +2AV/dmg.

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

ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DOWN. HEAVY OBJECTS TAKE TWO SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZED ITEMS LIKE COINS FIT 100 TO A SLOT.

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