Name Langu	ages, Details, & Musings	XP Level
Species & Vocation		current
	+1 lang. int 13+ / +2 lang. int 16+	to next level up
MARK DOWN YOUR STATS, RO-ROLL HD EACH LEVEL	ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN	N A CIRCLE. MARK GROUPS NEXT TO THEM.
HIT POINTS	STRENGTH	
instant death at -10hp current max	physical power	
	CONSTITUTION physical resilience and	
ATTACK VALUE roll at (crit) or under	well-being	
weapon name dmg	DEXTERITY coordination, nimbleness,	
ARMOR CLASS	and quickness	
how hard you are to hit	KARISMA divine favor, fortune, and	
CANVING TUDOW	luck	
SAVING THROW survive a bad situation	WISDOM mental resilience and well-	
	being	
INITIATIVE O+1 init. dex 13+	INTELLIGENCE CONTROL C	
O +2 init. dex 16+	mental acuity and flexibility	
NOTE WHAT THE DEFT CAN DO	ATTUNE A TEACHER, ITEM, PET, OR PLACE	SPECIAL COMBAT MANUEYERS
VOCATION	GAIN NEW SLOTS AT LEVEL 4. 7. & 10	CHARGE. Move 15 feet in a straight line and attack with combat
When properly equipped, and when rolling for a task or an attack that is in line with the vocation, the deft always use a	\Diamond	advantage3 AC until your next turn. DEFENSE. Take -2 AV or -2 dmg., or -1 AV and -1 dmg., to get +2
positive double roll. For this reason, deft characters don't mark		AC .
the the vocation group next to a specific attribute.	\Diamond	OFFENSE. Take -2 AC and get +1 AV and +1 dmg. Lasts until your next turn.
Additionaly, when they try to do damage from an advantageous		GRAPPLE. Make unarmed attack, but forsake dmg. to hold
position in combat, deft characters may switch this double positive roll benefit for double damage, if their vocation is		enemy. The enemy must win a contest against your STR to break free.
relevant to the situation.		PROTECT. Make a <i>task roll</i> against your AV. On success, next
A combat oriented vocation gets +1 to damage and AC from an		attack on an adjacent friend targets you. Enemy may save to avoid.
off-hand weapon, while non-combat oriented vocations may	Y	PRESS. Take penalty to your AV when using a special combat
save to turn a successful task roll into a critical success, once per session.		option, give your enemy the same penalty. If you fail or if the save succeeds, the enemy gets combat adv. against you in the
ATTUNEMENTS	Ь	next round.
Must be a teacher, an item, a pet, or a place. Each slot has two		PERSIST. Once/combat, make an CON task roll or save against incoming damage. On success, reduce dmg. by d6. On fail
attunements, with only one active at a time. Switching takes a day spent in practice.	Ь	and/or if dmg. takes you into negative HP, knocked out for 2
Once per day, active attunements can auto succeed on a hard		rounds. TRICK. Attack and exchange your damage roll for one of the
task, while allowing a regular roll on a <i>nigh</i> impossible task. EQUIPMENT RESTRICTIONS		following, each negated by enemy save:
Shields and armor heavier than studded leather blocks slots	P	PUSH the enemy 5 ft. away, and follow if you like. FEINT to make 2 attacks with combat adv. next round.
and double damage options. Non-attuned two handed weapons recieve -2 AV.		DISARM the enemy to drop their weapon 2d6 ft. away.
Tecleve -Z AV.	P	TRIP the enemy so that they lose their move in the next round, giving you combat adv.
DOLL TRANS COLD TO START VOTI CAN HOLD 40 DE	COULD OTTER ODIEGTO . F IN A DIGUELOU D	
SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZ		EF9RE SL9WING D9WN. HEAVY 9BJECTS TAKE TW9
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	CATION GROUPS, AND LEARN COMMON AND ONE O	THER LANGUAGE XP Level
Species & Vocation	+1 lang. int 13+ / +2 lang. int 16+	current to next level up
MARK DOWN YOUR STATS, RO-ROLL HD EACH LEVEL HIT POINTS instant death at -10hp ATTACK VALUE roll at (crit) or under ARMOR CLASS how hard you are to hit SAVING THROW survive a bad situation INITIATIVE O +1 init. dex 15+ O +2 init. dex 16+ O +2 init. dex 16+	ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRC 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	LE. MARK GROUPS NEXT TO THEM.
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. Additionaly, 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, QR PLACE GAIN NEW SLOTS AT LEVEL 4, 7, & 10	CHARGE. Move 15 feet in a straight line and attack with combat advantage3 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 so that they lose their move in the next round, giving you combat adv.
RºLL 3D6*10 GQLD Tº START. YºU CAN HºLD 10 RE SLºTS; MINºR ºBJECTS TAKE HALF A SLºT. Nº-SIZI 1 2 3 4 5 6 7	11 12 13 14 15 16	SLOWING DOWN. HEATY OBJECTS TAKE TWO
8	<u>17</u> 	

	CATION GROUPS, AND LEARN COMMON AND ONE O Iges, Details, & Musings	THER LANGUAGE XP Level
Langue	yes, Details, & Hushiys	NI LEVEL
Species & Vocation		current
opecies & vocation		
	+1 lang. int 13+ / +2 lang. int 16+	to next level up
MARK DOWN YOUR STATS, RO-ROLL HD EACH LEVEL	ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRC	CLE. MARK GROUPS NEXT TO THEM.
HIT POINTS instant death at -10hp	STRENGTH physical power	
current max	CONSTITUTION physical resilience and	
ATTACK VALUE roll at (crit) or under weapon name dmg	well-being DEXTERITY	
ARMOR CLASS	coordination, nimbleness, and quickness	
how hard you are to hit	KARISMA divine favor, fortune, and	
SAVING THROW survive a bad situation	WISDOM mental resilience and wellbeing	
INITIATIVE ○ +1 init. dex 13+ ○ +2 init. dex 16+	INTELLIGENCE mental acuity and flexibility	
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. Additionaly, 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	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. O
SLOTS: MINOR OBJECTS TAKE HALF A SLOT. NO-SIZE		SLOWING DOWN. HEATY OBJECTS TAKE TWO
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NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE				
Name Langua	ages, Details, & Musings	XP Level		
Species & Vocation		current		
	+1 lang. int 13+ / +2 lang. int 16+	to next level up		
MARK DOWN YOUR STATS, RO-ROLL HD EACH LEVEL	ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIR	CLE. MARK GROUPS NEXT TO THEM.		
HIT POINTS instant death at -10hp current max	STRENGTH physical power			
ATTACK VALUE roll at (crit) or under weapon name dmg	constitution physical resilience and well-being			
ARMOR CLASS	DEXTERITY coordination, nimbleness, and quickness			
how hard you are to hit	KARISMA divine favor, fortune, and luck			
SAVING THROW survive a bad situation	WISDOM mental resilience and wellbeing			
INITIATIVE O +1 init. dex 13+ O +2 init. dex 16+	INTELLIGENCE mental acuity and flexibility			
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, QR PLACE GAIN NEW SLOTS AT LEVEL 4.7, & 10	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. O		
ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 RE SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZE 1	GULAR-SIZED 2BJECTS + 5 IN A BACKPACK BEFORE ED ITEMS LIKE COINS FIT 100 TO A SLOT. 11	SLOWING DOWN. HEATY OBJECTS TAKE TWO		
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- **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

- 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.
- 0 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.

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

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

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.

RQLL 3D6*10 GQLD TQ START. YQU CAN HQLD 10 REGULAR-SIZED QBJECTS + 5 IN A BACKPACK BEFQRE SLQWING DQWN. HEAVY QBJECTS TAKE TWQ SLQTS; MINQR QBJECTS TAKE HALF A SLQT. NQ-SIZED ITEMS LIKE CQINS FIT 100 TQ A SLQT.

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Species & vocation	+1 lang. int 13+ / +2 lang. int 16+	to next level up
MARK DOWN YOUR STATS , RO-ROLL HD EACH LEVEL	ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIRCLE. MARK G	ROUPS NEXT TO THEM.
HIT POINTS O +1 hp. con 13+ O +1 hp. con 16+ current max	physical power CONSTITUTION	
ATTACK VALUE O +1 av. str 13+ O +1 dmq. str 16+ weapon name dmg	physical resilience and well-being DEXTERITY	
ARMOR CLASS how hard you are to hit	coordination, nimbleness, and quickness KARISMA	
SAVING THROW	divine favor, fortune, and luck WISDOM	
+1 poison & death +4 special melee attacks INITIATIVE	mental resilience and well- being INTELLIGENCE	
O +1 init. dex 13+ O +2 init. dex 16+	mental acuity and flexibility CHOOCE 1 COMPAT OPTION PER SHOT	OMPAT MANUETVERS
NOTE WHAT THE STRONG CAN DO	GAIN NEW SLOTS AT LEVEL 4.7.8.10	OMBAT MANUEVERS

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 HP allows an additional attack against an adjacent enemy.

FREE ATTACKS

Can make a number of free attacks equal to level

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

- 0 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
- **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.
- 0 **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
- 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.

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

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

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

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

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.

	.AR-SIZED QBJECTS + 5 IN A BACKPACK BEFQ TEMS LIKE CQINS FIT 100 TQ A SLQT.	RE SLOWING DOWN. HEATY OBJECTS TAKE TWO
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NAME YOURSELF, MARK DOWN SPECIES AND VOC	CATION GROUPS, AND LEARN COMMON AND ONE ages, Details, & Musings	OTHER LANGUAGE XP Level
Species & Vocation	+1 lang. int 13+ / +2 lang. int 16+	current to next level up
MARK DOWN YOUR STATS, RO-ROLL HD EACH LEVEL HIT POINTS O +1 hp. con 13+ O +1 hp. con 16+ ATTACK VALUE O +1 av. str 13+ O +1 dmg. str 16+ ARMOR CLASS how hard you are to hit SAVING THROW +1 poison & death +4 special melee attacks INITIATIVE O +1 init. dex 13+ O +2 init. dex 16+	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	
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 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	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. O
ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 RE SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZE		E SLOWING DOWN. HEAVY OBJECTS TAKE TWO
2	12	
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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

- FLURRY. Forsake move and make a one-handed melee attack and a one-handed ranged attack in the same round with suitable
- 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.

advantage, but generally flanking, high ground, sure footing vs.

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. O

ROLL 3D6*10 GOLD TO SLOTS: MINOR OBJECT	START. YQU CAN HQLD 10 REGUL IS TAKE HALF A SLQT. NQ-SIZED I1	AR-SIZED 9BJECTS + 5 IN A <mark>BACKPACK</mark> BEF9 'EMS LIKE C9INS FIT 100 T9 A SL9T.	RE SLOWING DOWN. HEAVY OBJECTS TAKE TWO
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NAME YOURSELF, MARK DOWN SPECIES AND VO	CATION GROUPS, AND LEARN COMMON AND ages, Details, & Musings	ONE OTHER LANGUAGE XP Level
Langu	ayes, Details, & Husings	VL FEASI
Species & Vocation		current
Species & vocation		
	+1 lang. int 13+ / +2 lang. int 16+	to next level up
MARK DOWN YOUR STATS, RO-ROLL HD EACH LEVEL	ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN	A CIRCLE. MARK GROUPS NEXT TO THEM.
HIT POINTS	STRENGTH physical power	
O +1 hp. con 13+ O +1 hp. con 16+ current max		
ATTACK VALUE	CONSTITUTION physical resilience and)
O +1 av. str 13+ O +1 dmg. str 16+ weapon name dmg	DEXTERITY DESCRIPTION	
ARMOR CLASS	coordination, nimbleness, and quickness	
how hard you are to hit	KARISMA divine favor, fortune, and	
SAVING THROW	luck	
+1 poison & death +4 special melee attacks	WISDOM mental resilience and well- being	
INITIATIVE	INTELLIGENCE	
O +1 init. dex 13+ O +2 init. dex 16+	mental acuity and flexibility	
NOTE WHAT THE STRONG CAN DO	CHOOSE 1 COMBAT OPTION PER SLOT	GENERAL COMBAT RULES
KEYWORD	GAIN NEW SLOTS AT LEVEL 4. 7. & 10	INITIATIVE. Roll a d6: high roll wins. If there is a tie, missles
Current max		before melee; lighter weapons before heavier ones. If you do nothing during your turn, you can change your
If you deliver a killing blow in a memorable battle, you may loot		initiative to 6 in following rounds.
a keyword from the enemy, to be called upon for tricks, special		You can choose a lower position. In the first round after this
attack, or abilities in one of the following <i>categories</i> , decided at the time of looting:		choice, you can go before others on the same initiative. ACTIONS DURING A ROUND. attack→move→small action
Memorable enemy. If the keyword relates to an		FREE ATTACK & DISENGAGING Casting a spell, quaffing a
action, may take +2 for one round to either AC, AV, ST,		potion, taking something out of a bag, moving out of melee
HP, an attribute, damage, healing, MV, quality or initiative.		range, and similar actions give every ready enemy in melee
Substance. You extract a rare and potent substance		range a free attack. You can only make one free attack per round, except for the Strong.
(poison, acid, something flammable, etc.). Must be		To disengage, you must move backwards at a careful pace
placed in inventory and counts toward encumbrance. • Supernatural. The killing transfers a non-violent	(-10ft/-2sq), still facing your opponent.	
supernatural ability that the monster has.	COMBAT ADVANTAGE. The Referee decides when the	
Can only hold one at a time, getting a new one when a new		advantage, but generally flanking, high ground, sure footing vs. poor footing, back strikes or attacking unawares enemies
monster is killed. Can be used # of times equal to level.		grants +2AV/dmg.
KILLING MOMENTUM		PERSIST. Once/combat, make an CON task roll or save against
Putting an enemy at zero or negative HP allows an additional		incoming damage. On success, reduce dmg. by d6. On fail
attack against an adjacent enemy. FREE ATTACKS		and/or if dmg. takes you into negative HP, knocked out for 2
Can make a number of free attacks equal to level		JII
RºLL 3D6*10 GºLD Tº START. YºU CAN HºLD 10 RE SLºTS; MINºR ºBJECTS TAKE HALF A SLºT. Nº-SIZ		EFORE SLOWING DOWN. HEAVY OBJECTS TAKE TWO
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NAME YOURSELF, MARK DOWN SPECIES			EARN COMMON AND C		JAGE XP Level
Name	Languages, Deta	is, a riusings			Level
Species & Vocation	-				current
		+1 la	ng. int 13+ / +2 lang. int 16+		to next level up
MARK DOWN YOUR STATS, RO-ROLL HD LEVEL			TRAIT AND PLACE IT IN A	CIRCLE. MARK C	ROUPS NEXT TO THEM.
HIT POINTS instant death at -10hp	STRENC physical po	()			
		silience and			
ATTACK VALUE roll at (crit) or under weapon name	dmg well-being DEXTER	RITY			
ARMOR CLASS how hard you are to hit	coordination and quicks.	_			
SAVING THROW		r, fortune, and			
+2 magick & mind	WISDON mental res being	1 ilience and well-			
NITIATIVE ○ +1 init. dex 13+ ○ +2 init. dex 16+	INTELL mental acu	IGENCE vity and flexibility			
NOTE WHAT THE WISE CAN DO		IRACLES TO SLO		SPECIAL C	OMBAT MANUEVERS
MIRACLES		V SLOTS AT LEVEL 3, 5, 7, &	9		e 15 feet in a straight line and attack with combat
Each slot has two miracles permenantly tied to it (ex the level 1 slot), with only one active at a time. Switch					AC until your next turn. se -2 AV or -2 dmg., or -1 AV <i>and</i> -1 dmg., to get +2
one is active takes a day of preparation.	Ь			AC OFFENSE Tal	re -2 AC and get +1 AV and +1 dmg. Lasts until your
Miracles are given descriptive or evocative wording.				next turn.	te -2 AC and get +1 AV and +1 ding. Lasts until your
wording, vocation, and desired effect are used to tria the cost in HP: the player states what the miracle sh			REQ. 13+		ke unarmed attack, but forsake dmg. to hold nemy must win a contest against your STR to
and the Referee suggests the costs. Costs may be lo	wered with 🔷		DEO 10.	break free.	
drawbacks and ingredients, or increased if the effection the wording, the vocation, and what can be ach			REQ. 16+		ke a <i>task roll</i> against your AV. On success, next adjacent friend targets you. Enemy may save to
without magick.	6			avoid.	
If your level exceeds the HP cost, can slot scrolls with	h a				penalty to your AV when using a special combat our enemy the same penalty. If you fail or if the
successful trained Intelligence roll, and can reproduc	ce its static			save succeed	s, the enemy gets combat adv. against you in the
effect once per day at zero HP cost. SUPERNATURAL REGENERATION	6			next round. PERSIST. Onc	e/combat, make an CON task roll or save against
Recover from HP loss at twice the normal rate, but ca	annot			incoming dan	nage. On success, reduce dmg. by d6. On fail
receive healing from other means.				and/or if dmg rounds.	. takes you into negative HP, knocked out for 2
MAGICK ITEM At level 3, a magick item may be slotted in second slo	ot instead				and exchange your damage roll for one of the
of miracles. This creates a floating HP bonus equal to					h negated by enemy save: enemy 5 ft. away, and follow if you like.
which is removed if the item is broken. EQUIPMENT RESTRICTION				FEINT to r	nake 2 attacks with combat adv. next round.
Shields or armor heavier than leather incurs +2 HP to	costs \Diamond				ne enemy to drop their weapon 2d6 ft. away. enemy so that they lose their move in the next
before doubling. Two-handed weapons receive -2 AV slotted.	unless				ing you combat adv.
RºLL 3D6*10 GºLD Tº START. YºU CAN H SLºTS; MINºR ºBJECTS TAKE HALF A SLº				PORE SLOWING D	PWN. HEAVY OBJECTS TAKE TWO
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	CATION GROUPS, AND LEARN COMMON AND ONE C	
Name Langua	nges, Details, & Musings	XP Level
		current
Species & Vocation		
	+1 lang. int 13+ / +2 lang. int 16+	to next level up
MARK DOWN YOUR STATS, RO-ROLL HD EACH LEVEL	ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIR	CLE. MARK GROUPS NEXT TO THEM.
HIT POINTS instant death at -10hp	STRENGTH physical power	
current max	CONSTITUTION physical resilience and	
ATTACK VALUE roll at (crit) or under weapon name dmg	well-being DEXTERITY	
ARMOR CLASS	coordination, nimbleness, and quickness	
how hard you are to hit	KARISMA divine favor, fortune, and	
SAVING THROW +2 magich & mind	WISDOM	
	mental resilience and well- being	
INITIATIVE ○ +1 init. dex T3+ ○ +2 init. dex T6+	INTELLIGENCE mental acuity and flexibility	
NOTE WHAT THE WISE CAN DO	TIE MIRACLES TO SLOTS GAIN NEW SLOTS AT LEVEL 3, 5, 7, & 9	SPECIAL COMBAT MANUEYERS CHARGE. Move 15 feet in a straight line and attack with combat
Each slot has two miracles permenantly tied to it (except for	<u>[</u>	advantage3 AC until your next turn.
the level 1 slot), with only one active at a time. Switching which one is active takes a day of preparation.		DEFENSE. Take -2 AV or -2 dmg., or -1 AV <i>and</i> -1 dmg., to get +2 AC
	ρ	OFFENSE. Take -2 AC and get +1 AV and +1 dmg. Lasts until your
Miracles are given descriptive or evocative wording. The wording, vocation, and desired effect are used to triangulate	ф <u> </u>	next turn. GRAPPLE. Make unarmed attack, but forsake dmg. to hold
the cost in HP: the player states what the miracle should do	REQ. 13+ WIS	enemy. The enemy must win a contest against your STR to
and the Referee suggests the costs. Costs may be lowered with drawbacks and ingredients, or increased if the effect is further	REQ. 16+ WIS	break free. PROTECT. Make a <i>task roll</i> against your AV. On success, next
from the wording, the vocation, and what can be acheived		attack on an adjacent friend targets you. Enemy may save to
without magick.	ρ	avoid. PRESS. Take penalty to your AV when using a special combat
If your level exceeds the HP cost, can slot scrolls with a successful trained Intelligence roll, and can reproduce its	Į.	option, give your enemy the same penalty. If you fail or if the
static effect once per day at zero HP cost.		save succeeds, the enemy gets combat adv. against you in the next round.
SUPERNATURAL REGENERATION	ρ	PERSIST. Once/combat, make an CON task roll or save against
Recover from HP loss at twice the normal rate, but cannot receive healing from other means.	ķ. J	incoming damage. On success, reduce dmg. by d6. On fail and/or if dmg. takes you into negative HP, knocked out for 2
MAGICK ITEM		rounds.
At level 3, a magick item may be slotted in second slot instead	ρ	TRICK. Attack and exchange your damage roll for one of the following, each negated by enemy save:
of miracles. This creates a floating HP bonus equal to level, which is removed if the item is broken.	ģ	PUSH the enemy 5 ft. away, and follow if you like.
EQUIPMENT RESTRICTION		FEINT to make 2 attacks with combat adv. next round. DISARM the enemy to drop their weapon 2d6 ft. away.
Shields or armor heavier than leather incurs +2 HP to costs	ρ	TRIP the enemy so that they lose their move in the next
before doubling. Two-handed weapons receive -2 AV unless slotted.	<u> </u>	round, giving you combat adv.
RºLL 3D6*10 GºLD Tº START. YºU CAN HºLD 10 RE Slºts; minºr ºbjects take half a slºt. Nº-sizi	GULAR-SIZED 2BJECTS + 5 IN A BACKPACK BEF2RE ED ITEMS LIKE C2INS FIT 100 T2 A SL2T.	SLOWING DOWN. HEATY OBJECTS TAKE TWO
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NAME YOURSELF, MARK DOWN SP		·		ON AND ONE C		
Name	Langua	ages, Details, & Musino	gs		XP	Level
Species & Vocation			+1 lang. int 13+ / +2 lang. int i	16+		current to next level up
MARK DOWN YOUR STATS , RO-ROL LEVEL	L HD EACH	ROLL 3D6 FOR	EACH TRAIT AND PLA	ACE IT IN A CIR	CLE. MARK GRC	OUPS NEXT TO THEM.
HIT POINTS instant death at -10hp current max		STRENGTH physical power				
ATTACK VALUE roll at (crit) or under	name dma	CONSTITUTION physical resilience and well-being				
ARMOR CLASS	name umg	DEXTERITY coordination, nimbleness, and quickness				
how hard you are to hit		KARISMA divine favor, fortune, and luck				
SAVING THROW +2 magick & mind		WISDOM mental resilience and well- being				
INITIATIVE ○ +1 init. dex 13+ ○ +2 init. dex 16+		INTELLIGENCE mental acuity and flexibility				
NOTE WHAT THE WISE CAN DO		TIE MIRACLES GAIN NEW SLOTS AT LEVE	TO SLOTS		GENERAL CO	MBAT RULES
Each slot has two miracles permenantly tied the level 1 slot), with only one active at a time one is active takes a day of preparation. Miracles are given descriptive or evocative we wording, vocation, and desired effect are used the cost in HP: the player states what the minand the Referee suggests the costs. Costs may drawbacks and ingredients, or increased if the from the wording, the vocation, and what can without magick. If your level exceeds the HP cost, can slot sort successful trained Intelligence roll, and can reffect once per day at zero HP cost. SUPERNATURAL REGENERATION Recover from HP loss at twice the normal rate receive healing from other means. MAGICK ITEM At level 3, a magick item may be slotted in see of miracles. This creates a floating HP bonus which is removed if the item is broken. EQUIPMENT RESTRICTION Shields or armor heavier than leather incurse before doubling. Two-handed weapons receive slotted.	ording. The d to triangulate racle should do ay be lowered with ne effect is further be acheived olls with a eproduce its static e, but cannot cond slot instead equal to level,			REQ. 13+ WIS REQ. 16+ WIS	If you do nothing initiative to 6 in for You can choose choice, you can good actions during free attack & I potion, taking sor range, and similar range a free attact round, except for To disengage, you (-10ft/-2sq), still for the combat advantage, but good footing, bact grants +2AV/dmg. PERSIST. Once/coincoming damage.	a lower position. In the first round after this o before others on the same initiative. A ROUND. attack → move → small action DISENGAGING Casting a spell, quaffing a mething out of a bag, moving out of melee r actions give every ready enemy in melee ck. You can only make one free attack per the Strong. Our must move backwards at a careful pace acing your opponent. AGE The Referee decides when there is enerally flanking, high ground, sure footing vs. k strikes or attacking unawares enemies
ROLL 3D6*10 GOLD TO START. YOU C SLOTS; MINOR OBJECTS TAKE HALF			QINS FIT 100 TQ A SI		SL2WING D2W	N. HEAVY QBJECTS TAKE TWQ
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NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE					
	ages, Details, & Musings	XP Level			
	•				
Species & Vocation		current			
	+1 lang. int 13+ / +2 lang. int 16+	to next level up			
MARK DOWN YOUR STATS, RO-ROLL HD EACH LEVEL	ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIF	CLE. MARK GROUPS NEXT TO THEM.			
HIT POINTS	STRENGTH physical power				
instant death at -10hp current max	CONCTITUTION				
ATTACK VALUE	CONSTITUTION physical resilience and				
roll at (crit) or under	DEXTERITY DESCRIPTION				
	coordination, nimbleness, and quickness)			
ARMOR CLASS how hard you are to hit	KARISMA				
	divine favor, fortune, and				
SAVING THROW	WISDOM				
+2 magick & mind	mental resilience and well-				
INITIATIVE	INTELLIGENCE				
O +1 init. dex 13+ O +2 init. dex 16+	mental acuity and flexibility				
NOTE WHAT THE WISE CAN DO	TIE MIRACLES TO SLOTS	GENERAL COMBAT RULES			
MIRACLES	GAIN NEW SLOTS AT LEVEL 3, 5, 7, & 9	INITIATIVE. Roll a d6: high roll wins. If there is a tie, missles			
Each slot has two miracles permenantly tied to it (except for the level 1 slot), with only one active at a time. Switching which	 	before melee; lighter weapons before heavier ones. If you do nothing during your turn, you can change your			
one is active takes a day of preparation.	in you do nothing during your carrellange y initiative to 6 in following rounds.				
Miracles are given descriptive or evocative wording . The		You can choose a lower position. In the first round after this choice, you can go before others on the same initiative.			
wording, vocation, and desired effect are used to triangulate	REO. 13+ WIS	ACTIONS DURING A ROUND. attack→move→small action			
the cost in HP: the player states what the miracle should do and the Referee suggests the costs. Costs may be lowered with	<u> </u>	FREE ATTACK & DISENGAGING Casting a spell, quaffing a			
drawbacks and ingredients, or increased if the effect is further	REQ. 16+ WIS	potion, taking something out of a bag, moving out of melee			
from the wording, the vocation, and what can be acheived without magick.	5	range, and similar actions give every ready enemy in melee range a free attack. You can only make one free attack per			
If your level exceeds the HP cost, can slot scrolls with a		round, except for the Strong.			
successful trained Intelligence roll, and can reproduce its		To disengage, you must move backwards at a careful pace (-10ft/-2sq), still facing your opponent.			
static effect once per day at zero HP cost.	5	COMBAT ADVANTAGE The Referee decides when there is			
Recover from HP loss at twice the normal rate, but cannot		advantage, but generally flanking, high ground, sure footing vs			
receive healing from other means.		poor footing, back strikes or attacking unawares enemies grants +2AV/dmg.			
MAGICK ITEM At level 3, a magick item may be slotted in second slot instead	δ	PERSIST. Once/combat, make an CON task roll or save against			
of miracles. This creates a floating HP bonus equal to level,		incoming damage. On success, reduce dmg. by d6. On fail			
which is removed if the item is broken.		and/or if dmg. takes you into negative HP, knocked out for 2 rounds. O			
EQUIPMENT RESTRICTION Shields or armor heavier than leather incurs +2 HP to costs	<u> </u>				
before doubling. Two-handed weapons receive -2 AV unless					
slotted.					
ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 RE SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZ	E GULAR-SIZED 9BJECTS + 5 IN A <mark>BACKPACK</mark> BEF9RE ED ITEMS LIKE C9INS FIT 100 T9 A SL9T.	SLOWING DOWN. HEAVY OBJECTS TAKE TWO			
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