HELLO, MY NAME IS			THE DEFT rely on superior technique and skill
NAME  SPECIES & VOCATION  MARK DOWN YOUR STATS, RE-ROLL HD EACH LEVEL  HIT POINTS  ARMOR CLASS	LANGUAGES  NOTE WHAT YOUR JOB CAN DO  VOCATION	SPECIAL COMBAT MANUEVERS  Charge. Move 15 feet in a straight line and attack	ATTUNE A TEACHER. ITEM, PET, 9R PLACE GAIN NEW SLOTS AT LEVEL 4. 7, & 10
SAVING THROW how trained or lucky you are in bad situations  INITIATIVE how fast you can react to danger  **PRELL 3D6 FOR EACH TRAIT AND PLACE IT IN THE CIRCLE. MARK GROUPS NEXT TO THEM.  STRENGTH physical power  CONSTITUTION physical resilience and well- being  DEXTERITY +1 init. DEX 13+ / +2 init. DEX 18+  WISDOM well- well- well- well- well- well- being  INTELLIGENCE +1 lang, INT 13+ / +2 lang, INT	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.	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 to drop their weapon 2d6 ft. away.  Trip the enemy so that they lose their move in the next round, giving you combat adv.	
RELL 3D610 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING D	11 12 13 14		
5 6 7 8 9	15 16 17 18 19 20		

HELLO, MY NAME IS			<b>THE WISE</b> perform miracles through arcane negotiations
NAME  SPECIES & VOCATION  XP	LANGUAGES		TIE MIRACLES TO SLOTS GAIN NEW SLOTS AT LEVEL 3, 5, 7, & 9
MARK DOWN YOUR STATS. RE-ROLL HD EACH LEVEL  HIT POINTS how much punishment your meat-suit can take  SAVING THROW  -2 majock & mind  ATTACK VALUE how well you can hurt others  INITIATIVE how fast you can react to danger  +10 +2  ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN THE CIRCLE. MARK GROUPS NEXT TO THEM.  STRENGTH physical power  CONSTITUTION physical resilience and well- being  DEXTERITY +1 init. LEX 13- / +2 init. DEX  WISDOM mental resilience and well- being  INTELLIGENCE +1 lang. INT 13- / +2 lang. INT IB-	MIRACLES  Each slot has two miracles permenantly tied to it (except for the level 1 slot), with only one active at a time. Switching which one is active takes a day of preparation.  Miracles are given descriptive or evocative wording. The wording, vocation, and desired effect are used to triangulate the cost in HP: the player states what the miracle should do and the Referee suggests the costs. Costs may be lowered with drawbacks and ingredients, or increased if the effect is further from the wording, the vocation, and what can be acheived without magick.  If your level exceeds the HP cost, can slot scrolls with a successful trained 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.	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 to drop their weapon 2d6 ft. away.  Trip the enemy so that they lose their move in the next round, giving you combat adv.	Req. 13+ WIS  Req. 16+ WIS
REPLETED START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DECIDING TO THE START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DECIDING TO THE START OF THE STA	11 12 13 14 15 16 17 18 19 20	TAKE HALF A SLOT.	

SAVING THROW  ATACK VALUE  ATAC				saves against this effect.
SAVING THROW  ATACK VALUE  ATAC	MARK DOWN YOUR STATS, RE-ROLL HD EACH LEVEL	NOTE WHAT YOUR JOB CAN DO	SPECIAL COMBAT MANUEVERS	
### CONSTITUTION  **RELL DIA PER EACH TRAIT AND PLACE IT IN THE CERCLE MARK GREOP'S NEXT TO THEM  **RELL DIA PER EACH TRAIT AND PLACE IT IN THE CERCLE MARK GREOP'S NEXT TO THEM  **STRENGTH**  **Prophosor former**  **Prop	+1 HP. CON 13+ / +1 HP. CON 16+  CURRENT  MAX  how hard you are to hit  SAVING THROW  +1 poison & death / +4 special melee attacks  ATTACK VALUE  +1 AV. STR 13+ / +1 dmg. STR 16+	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	with combat advantage3 AC until your next turn. <b>Defense.</b> Take -2 AV or -2 dmg., or -1 AV and -1 dmg., to get +2 AC <b>Offense.</b> Take -2 AC and get +1 AV and +1 dmg. Lasts	Bullrush. After a hit, push backwards ten feet and move int formerly occupied by the oppone target saves. Target's movement free attacks from someone else.
FRULL 3D6*10 GQLD TQ START. YQU CAN HQLD 10 REGULAR-SIZED QBJECTS + 5 IN A BACKPACK BEFQRE SLQWING DQWN. HEAPY QBJECTS TAKE TWQ SLQTS, MINQR QBJECTS TAKE HALF A SLQT.    1	R9LL 3D6 F9R EACH TRAIT AND PLACE IT IN THE CIRCLE. MARK GR9UPS NEXT T9 THEM.  STRENGTH physical power  C9NSTITUTION physical resilience and well- being  DEXTERITY +1 init. DEX 13+1 +2 init. DEX 16+  KARISMA divine favor, fortune, and luck  WISD9M mental resilience and well- being  INTELLIGENCE	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	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	roll DEX to cling and climb and grombat advantage while hanging DEX rolls may be required.   Berzerk. Work up a battle round of concentration) for +2 Aldamage, but also -3 AC. Other sleabilities are blocked. After combattack closest target.  Command. Tactically best bonus on an ally, once per battle attack made right away or later in This requires a related small veri
2 12 handed melee attack at ranged attack in the sa suitable weapons.  14 5 5 6 16 7 7 7 0 17 0 0 0 0 0 0 0 0 0 0 0 0 0 0	RQLL 3D6*10 GQLD TQ START. YQU CAN HQLD 10 REGULAR-SIZED QBJECTS + 5 IN A BACKPACK BEFQRE SLQWI	NG DOWN. HEAVY OBJECTS TAKE TWO SLOTS; MINOR OBJECTS T	AKE HALF A SLQT.	–1 AV and ST to enemies.
616Outplay. Parry an attacking to get +2 AC. advantage in the next r818enemy they have parrie gain triple combat advantage in triple combat	3 4	12 13 14		O <b>Flurry.</b> Forsake move and handed melee attack and a one-ranged attack in the same round suitable weapons.
10 while parrying, save or	6 7 8 9	16 17 18 19		Outplay. Parry and wait insattacking to get +2 AC. Gain dout advantage in the next round aga enemy they have parried. Parryingain triple combat advantage. If while parrying, save or lose the experience of the same of the s

LANGUAGES

LEVEL

ΧР

HELLO, MY NAME IS...

NAME

SPECIES & VOCATION

## THE STRºNG

rely on combat skills and physique

CHOOSE 1 COMBAT OPTION PER SLOT GAIN NEW SLOTS AT LEVEL 4, 7, & 10

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

an opponent nto the space ent. The t can trigger

ig opponents, gain double g on. New

frenzy (1 V and lotted bat, save or

tow a +4 AV e for a single in that fight. rbal action.

action and eet radius to is ability for

make a one--handed with

stead of ble combat ainst an ing again will f damaged effect.