NAME		LEVEL		LANGUA	SES					THE DEFT
CLASS & VOCATION		ХР								deft characters rely on superior technique and skill
HIT PQINTS how much punishment your meat-suit can take	ARM♀R CLASS how hard you are to hit	L V I 1 2	0 1500	HD 1 2	A ▼ 10 11	ST 7	SL 1	GR 2	RA - 1	SLOTS
SAVING THRQW how trained or lucky you are in bad situations	ATTACK VALUE how well you can hurt others	2 3 4 5	2 1500 3 3000 4 6000 5 12000 6 24000		11 12 12 13	9 10 11 12	1 2 2	3 3 4	1 1 2 2	
STRENGTH physical power		7 7 8 9	48000 96000 192000 38400	5 5+1	13 14 14 15	13 14 15 16	3 3	5 5 6 6	3 4 4 5	<u></u>
ENDURANCE		_	CATION	J 0	IU .	10	4	U		
physical resilience and well-being		in li	hen properly ne with the v son, deft cha	ocation, th	e deft al	vays use	a positive	e double r	oll. For this	<u> </u>
AGILITY +1 init. AGL 13+ / +2 init. AGL 16+	specific attribute. Additionaly, when they try to do damage from a in combat, deft characters may switch this doubl double damage, if their vocation is relevant to th						itive roll			
KARISMA		A o	A combat oriented vocation gets +1 to damage and AC from weapon, while non-combat oriented vocations may save to tu successful task roll into a critical success, once per session.							<u></u>
divine favor, fortune, and luck		АТТ	UNEMEN	ITS						—
AURA mental resilience and well-being		attu prac 0	ust be a tea Inements, wi ctice. nce per day, le allowing a	th only one active attu	active a	t a time. can auto	Switching o succeed	takes a o	lay spent in	
TH≌ŪGHT			UIPMEN	RESTRI	CTION	S				
+1 lang. TH0 13+ / +2 lang. TH0 16+			hields and a nage options							
WEAPONS, ARMOR, & GEAR	•	EXTRA GEAR								COMBAT OPTIONS Charge. Move 15 feet in a straight line and attack with combat advantage.
1										-3 AC until your next turn. Defense. Take -2 AV or -2 dmg., or -1 AV and -1 dmg., to get +2 AC
2		12								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
3	13								enemy must win a contest against your STR to break free. Protect. Make a <i>task roll</i> against your AV. On success, next attack on an	
4	14								adjacent friend targets you. Enemy may save to avoid. Trick. Attack and exchange your damage roll for one of the following, each negated by enemy save: Push the enemy 5 ft. away, and follow if you like.	
5	15									
6	16								 Feint to make 2 attacks with combat adv. next round. Disarm the enemy to drop their weapon 2d6 ft. away. 	
7	17								Trip the enemy so that they lose their move in the next round, giving you combat adv.	
8	18								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	
9		19								enemy gets combat adv. against you in the next round. Persist. Once/combat, make a CON task roll or save against <i>incoming</i>
10	20								damage. On success, reduce dmg. by d6. On fail and/or dmg. takes you into negative HP, knocked out for 2 rounds.	

NAME					LEVEL					GES					THE STR º NG	
CLASS						ХР										strong characters rely on combat skills and physique
HIT POINTS +1 HP. END 13+ / +1 HP. END				PR CLASS d you are to hit				L⊽L 1	XP 0	HD 1+1	A ▼ 11	ST	SL 1	GR 2	RA	SPECIAL COMBAT ACTIONS
SAVING THROW +1 poison & death / +4				CK VALUE R 13+ / +1 dmg. STR				2 3 4	2000 4000 8000	2 3 4	11 12 13	6 7 8	1 1 1 2	2 2 3	1 1 2	Spend a full action to protect an adjacent character by absorbing all attacks until their next turn. Each enemy saves against this effect.
special melee attacks STRENGTH			16+	n io - 7 - 7 amg. orn				5 6 7	16000 32000 64000	7	13 14 15	9 10 11	2 2 3	3 3 4	2 3 3	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.
physical power								9 10	128000 25600 512000	9	15 16 17	12 13 14	3 3 4	4 4 5	4 4 5	When fighting big opponents, roll AGL to cling and climb and gain double combat advantage while hanging on. New AGL rolls may be required.
ENDURANCE physical resilience and well-being								KEY	WORD							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.
AGILITY								keyw	ou deliver a ord from th es in one o	ie enemy,	to be call	ed upon f	or tricks,	special a	ttack, or	☐ 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.
+1 init. AGL 13+ / +2 init. AGL 16+	nit. AGL 13+ / +2 init. AGL 16+							take dam	+2 for on age, heali	e round to ng, MV, qu	o either A uality or i		HP, an att	ribute,	\Box 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.	
KARISMA divine favor, fortune, and luck								 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 						placed in	inventory	Forsake move and make a one-handed melee attack and a one-handed ranged attack in the same round with suitable weapons.
AURA mental resilience and well-being								killed		ed # of ti	me, gettir mes equa	ıg a new	one when	n a new monst	onster is	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.
								Putt	ing an ene k against a	my at zer	o or negat	ive hit po	oints allow	rs an add	itional	
TH2OGHT I lang. TH0 13+ / +2 lang. TH0 16+					FREE ATTACKS											
								Can	make a nu	mber of f	ree attacl	ks equal t	o level			
WEAPONS, ARMOR, & 0	GEAR					EXTRA GEA	R									COMBAT QPTIONS Charge. Move 15 feet in a straight line and attack with combat advantage. -3 AC until your next turn.
2						12										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.
3 4 5 6 7 8			13 14 15 16 17										Grapple. Make unarmed attack, but forsake drng, to hold enemy. The enemy must win a contest against your STR to break free.			
													Protect. Make a <i>task roll</i> against your AV. On success, next attack on an adjacent friend targets you. Enemy may save to avoid.			
													Trick. Attack and exchange your damage roll for one of the following, each negated by enemy save: Push the enemy 5 ft. away, and follow if you like. Feint to make 2 attacks with combat adv. next round. Disarm the enemy to drop their weapon 2d6 ft. away. Trip the enemy so that they lose their move in the next round, giving you combat adv. Press. Take penalty to your AV when using a special combat option, give your enemy the same penalty. If you fail or if the save succeeds, the			
				19										enemy gets combat adv. against you in the next round. Persist. Once/combat, make a CON task roll or save against <i>incoming</i>		
10				20										damage. On success, reduce dmg. by d6. On fail and/or dmg. takes you into negative HP, knocked out for 2 rounds.		

NAME	LEVEL	LANGUAGES	THE WISE
CLASS	ХР		wise characters perform miracles through arcane negotiations with powerful forces in their environment
HIT POINTS how much punishment your meat-suit can take ARMOR CLASS how hard you are to hit	LVL X 1 0 2 25 3 50	1+1 10 6 1 2 - 00 2 11 7 1 2 1	SLOTS
SAYING THR V +2 magick & mind ATTACK VALUE how well you can hurt others	4 10 5 20 6 40	00 3 11 9 2 3 2 000 4 12 10 3 3 2 000 4+1 12 11 3 3 3	
STRENGTH physical power	8 16 9 32 10 64	000 5 12 12 4 4 3 000 6 13 13 4 4 4 0000 6+1 13 14 5 4 4 0000 7 13 15 5 5	Reg. 13+ AURA
ENDURANCE physical resilience and well-being		as two miracles permenantly tied to it (except for the level 1 ly one active at a time. Switching which one is active takes a	Req. 16+ AURA
AGILITY +1 init. AGL 13+ / +2 init. AGL 16+	Miracles a vocation, ar player state costs. Costs if the effect	e given descriptive or evocative wording . The wording, d desired effect are used to triangulate the cost in HP: the what the miracle should do and the Referee suggests the may be lowered with drawbacks and ingredients, or increased is further from the wording, the vocation, and what can be hout magick.	
KARISMA divine favor, fortune, and luck	Recover fo	om HP loss at twice the normal rate, but cannot receive other means.	
AURA	MAGICK	ITEM	<u> </u>
mental resilience and well-being		n magick item may be slotted in second slot instead of is creates a floating HP bonus equal to level, which is removed broken.	
TH⊇ŪGHT	EQUIPM	ENT RESTRICTION	4
+1 lang. TH0 13+ / +2 lang. TH0 16+		armor heavier than leather incurs +2 HP to costs before o-handed weapons receive -2 AV unless slotted.	
WEAPONS, ARMOR, & GEAR 1	EXTRA GEAR 11		COMBAT QPTIONS Charge. Move 15 feet in a straight line and attack with combat advantage. -3 AC until your next turn.
2	12		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.
3	13		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 <i>task roll</i> against your AV. On success, next attack on an
4	14 -		adjacent friend targets you. Enemy may save to avoid. Trick . Attack and exchange your damage roll for one of the following, each
5	15		negated by enemy save: • Push the enemy 5 ft. away, and follow if you like.
7	- 16		 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
8	18		you combat adv. Press. Take penalty to your AV when using a special combat option, give your enemy the same penalty. If you fail or if the save succeeds, the
9	19		Persist. Once/combat, make a CON task roll or save against <i>incoming damage</i> . On success, reduce dmg. by d6. On fail and/or dmg. takes you into negative HP, knocked out for 2 rounds.
10	20		