

NAME

CLASS & VOCATION

HIT POINTS

SAVING THROW

STRENGTH

ENDURANCE

AGILITY

KARISMA

AURA

THOUGHT

ARMOR CLASS

ATTACK VALUE

how much punishment your meat-suit can take

how hard you are to hit

how trained or lucky you are in bad situations

how well you can hurt others

physical power

physical resilience and well-being

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

divine favor, fortune, and luck

mental resilience and well-being

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

LEVEL

XP

LVL

XP

HD

AV

ST

SL

GR

RA

1

2

3

4

5

6

7

8

9

10

0

1500

3000

6000

12000

24000

48000

96000

192000

384000

1

2

3

4

5

6

7

8

9

10

1

2

3

4

5

6

7

8

9

10

Vocation

Attunements

Equipment Restrictions

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.

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.

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

THE DEFT

deft characters rely on superior technique and skill

Slots

Weapons, Armor, & Gear

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

Combat Options

- 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 advantage against you in the next round.
- Trick.** Attack and exchange your damage roll for one of the following, each negated by enemy save:
- **Push** the enemy 5 feet away, and follow if you like.
  - **Feint** to make two attacks with combat advantage next round.
  - **Disarm** the enemy to drop their weapon 2d6 feet away.
  - **Trip** the enemy so that they lose their move in the next round, giving you combat advantage.

|  |  |             |             |                                  |  |             |  |
|--|--|-------------|-------------|----------------------------------|--|-------------|--|
| NAME   |  |             |             | LEVEL                            |  |             |  |
| CLASS  |  |             |             | XP                               |  |             |  |
| HIT POINTS                                   |  | <div></div> | <div></div> | ARMOR CLASS                      |  | <div></div> |  |
| +1 HP. END 13+ / +1 HP. END 16+              |  |             |             | how hard you are to hit          |  |             |  |
| SAVING THROW                                 |  | <div></div> |             | ATTACK VALUE                     |  | <div></div> |  |
| +1 poison & death / +4 special melee attacks |  |             |             | +1 AV. STR 13+ / +1 dmg. STR 16+ |  |             |  |
| STRENGTH                                     |  | <div></div> | <div></div> |                                  |  |             |  |
| physical power                               |  |             |             |                                  |  |             |  |
| ENDURANCE                                    |  | <div></div> | <div></div> |                                  |  |             |  |
| physical resilience and well-being           |  |             |             |                                  |  |             |  |
| AGILITY                                      |  | <div></div> | <div></div> |                                  |  |             |  |
| +1 init. AGL 13+ / +2 init. AGL 16+          |  |             |             |                                  |  |             |  |
| KARISMA                                      |  | <div></div> | <div></div> |                                  |  |             |  |
| divine favor, fortune, and luck              |  |             |             |                                  |  |             |  |
| AURA   |  | <div></div> | <div></div> |                                  |  |             |  |
| mental resilience and well-being             |  |             |             |                                  |  |             |  |
| THOUGHT                                      |  | <div></div> | <div></div> |                                  |  |             |  |
| +1 lang. THO 13+ / +2 lang. THO 16+          |  |             |             |                                  |  |             |  |

Weapons, Armor, & Gear

|    |  |
|----|--|
| 1  |  |
| 2  |  |
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| 4  |  |
| 5  |  |
| 6  |  |
| 7  |  |
| 8  |  |
| 9  |  |
| 10 |  |

Extra Gear

|    |  |
|----|--|
| 11 |  |
| 12 |  |
| 13 |  |
| 14 |  |
| 15 |  |
| 16 |  |
| 17 |  |
| 18 |  |
| 19 |  |
| 20 |  |

|  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|
| THE STRONG   |  |  |  |  |  |  |  |
| strong characters rely on combat skills and physique   |  |  |  |  |  |  |  |
| Special Combat Actions   |  |  |  |  |  |  |  |
| <div><input type="checkbox"/> Spend a full action to protect an adjacent character by absorbing all attacks until their next turn. Each enemy saves against this effect.</div> <div><input type="checkbox"/> 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.</div> <div><input type="checkbox"/> When fighting big opponents, roll AGL to cling and climb and gain double combat advantage while hanging on. New AGL rolls may be required.</div> <div><input type="checkbox"/> 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.</div> <div><input type="checkbox"/> 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.</div> <div><input type="checkbox"/> 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.</div> <div><input type="checkbox"/> Forsake move and make a one-handed melee attack and a one-handed ranged attack in the same round with suitable weapons.</div> <div><input type="checkbox"/> 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.</div> |  |  |  |  |  |  |  |
| Keyword  |  |  |  |  |  |  |  |
| <div></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 <i>categories</i> , decided at the time of looting:   |  |  |  |  |  |  |  |
| <ul style="list-style-type: none"><li>• <b>Memorable enemy.</b> 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.</li><li>• <b>Substance.</b> You extract a rare and potent substance (poison, acid, something flammable, etc.). Must be placed in inventory and counts toward encumbrance.</li><li>• <b>Supernatural.</b> The killing transfers a non-violent supernatural ability that the monster has.</li></ul>   |  |  |  |  |  |  |  |
| Can only hold one at a time, getting a new one when a new monster is killed. Can be used # of times equal to level.  |  |  |  |  |  |  |  |
| Killing Momentum   |  |  |  |  |  |  |  |
| Putting an enemy at zero or negative hit points allows an additional attack against an adjacent enemy.   |  |  |  |  |  |  |  |
| Free Attacks   |  |  |  |  |  |  |  |
| Can make a number of free attacks equal to level   |  |  |  |  |  |  |  |

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- Protect.** Make a *task roll* against your AV. On success, next attack on an adjacent friend targets you. Enemy may save to avoid.
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| LEVEL |        |     |    |    |    |    |    |
|-------|--------|-----|----|----|----|----|----|
| XP    |        |     |    |    |    |    |    |
| LVL   | XP     | HD  | AV | ST | SL | GR | RA |
| 1     | 0      | 1+1 | 10 | 6  | 1  | 2  | -  |
| 2     | 2500   | 2   | 11 | 7  | 1  | 2  | 1  |
| 3     | 5000   | 2+1 | 11 | 8  | 2  | 2  | 1  |
| 4     | 10000  | 3   | 11 | 9  | 2  | 3  | 2  |
| 5     | 20000  | 4   | 12 | 10 | 3  | 3  | 2  |
| 6     | 40000  | 4+1 | 12 | 11 | 3  | 3  | 3  |
| 7     | 80000  | 5   | 12 | 12 | 4  | 4  | 3  |
| 8     | 160000 | 6   | 13 | 13 | 4  | 4  | 4  |
| 9     | 320000 | 6+1 | 13 | 14 | 5  | 4  | 4  |
| 10    | 640000 | 7   | 13 | 15 | 5  | 5  | 5  |

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### 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 magic.

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### Supernatural Regeneration

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

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### 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.

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### Equipment Restriction

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

This image shows a blank sheet of white paper with horizontal ruling lines. There are ten solid black horizontal lines spaced evenly across the page. A single vertical dashed black line runs down the center of the page, acting as a midline. The overall appearance is that of a template for handwriting practice or a simple ledger.

*wise characters perform miracles through arcane negotiations with powerful forces in their environment*

[illegible]

**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 advantage against you in the next round.

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