NAME YOURSELF, MARK DOWN SPECIES AND VOON Name	CATION GROUPS, AND LEARN COMMON AND ONE ages, Details, & Musings	OTHER LANGUAGE XP Level
Congu	ages, peculis, a musings	
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 CIT	RCLE. MARK GROUPS NEXT TO THEM.
HIT POINTS Instant death at -10hp	STRENGTH physical power	
current max	CONSTITUTION	
ATTACK VALUE roll at (crit) or under	physical resilience and well-being	
weapon name dmg	DEXTERITY coordination, nimbleness,	
ARMOR CLASS how hard you are to hit	and quickness 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	
NOTE WHAT THE DEFT CAN DO	ATTUNE A TEACHER, ITEM, PET, 9R PLACE	GENERAL COMBAT RULES
When properly equipped, and when rolling for a task or an	Commence of the control of the contr	INITIATIVE. Roll a d6: high roll wins. If there is a tie, missles before melee; lighter weapons before heavier ones.
attack that is in line with the vocation, the deft always use a	\circ	If you do nothing during your turn, you can change your
positive double roll. For this reason, deft characters don't mark the the vocation group next to a specific attribute.		initiative to 6 in following rounds. You can choose a lower position. In the first round after this
Additionaly, when they try to do damage from an advantageous		choice, you can go before others on the same initiative.
position in combat, deft characters may switch this double		ACTIONS DURING A ROUND. attack→move→small action
positive roll benefit for double damage, if their vocation is relevant to the situation.	\bigcirc	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
A combat oriented vocation gets +1 to damage and AC from an off-hand weapon, while non-combat oriented vocations may		range a free attack. You can only make one free attack per round, except for the Strong.
save to turn a successful task roll into a critical success, once per session.		To disengage, you must move backwards at a careful pace
ATTUNEMENTS	φ .	(-10ft/-2sq), still facing your opponent.
Must be a teacher, an item, a pet, or a place. Each slot has two		COMBAT ADVANTAGE The Referee decides when there is advantage, but generally flanking, high ground, sure footing vs.
attunements, with only one active at a time. Switching takes a day spent in practice.	\mathbb{Q}	poor footing, back strikes or attacking unawares enemies
Once per day, active attunements can auto succeed on a hard		grants +2AV & dmg. Sometimes you may be granted double or triple advantage in the form of +4AV & dmg or +6AV & dmg.
task, while allowing a regular roll on a <i>nigh</i> impossible task.	\Diamond	PERSIST. Once/combat, make an CON task roll or save against
EQUIPMENT RESTRICTIONS Shields and armor heavier than studded leather blocks slots		incoming damage. On success, reduce dmg. by d6. On fail
and double damage options. Non-attuned two handed weapons recieve -2 AV.	Ŷ.	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	GULAR-SIZED QBJECTS + 5 IN A BACKPACK BEFQRE	SL2WING D2WN. HEAVY QBJECTS TAKE TW2
SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZ	ED ITEMS LIKE C2INS FIT 100 T2 A SL2T.	
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Lunga	igos, betalis, a masings	
Species & Vocation		current
Openies a 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	
instant death at -10hp current max	priysical power	
	CONSTITUTION physical resilience and	
ATTACK VALUE roll at (crit) or under weapon name dmg	well-being	
weapun name umg	DEXTERITY coordination, nimbleness,)
ARMOR CLASS how hard you are to hit	and quickness	
	KARISMA divine favor, fortune, and	
SAVING THROW	WISDOM O	
survive a bad situation	mental resilience and well- being	
INITIATIVE	INTELLIGENCE	
O +1 init. dex 13+ O +2 init. dex 16+	mental acuity and flexibility	
NOTE WHAT THE DEFT CAN DO	ATTONE A TEACHER, ITEM, PET, OR PLACE S	PECIAL COMBAT OPTIONS
VOCATION	GAIN NEW SLOTS AT LEVEL 4, 7, & 10	HARGE. 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	0	dvantage3 AC until your next turn.
positive double roll. For this reason, deft characters don't mark		EFENSE. Take -2 AV or -2 dmg., or -1 AV and -1 dmg., to get +2 AC
the the vocation group next to a specific attribute.		FFENSE. Take -2 AC and get +1 AV and +1 dmg. Lasts until your ext turn.
Additionaly, when they try to do damage from an advantageous position in combat, deft characters may switch this double		RAPPLE. Make unarmed attack, but forsake dmg. to hold enemy.
positive roll benefit for double damage, if their vocation is	\circ	ne enemy must win a contest against your STR to break free.
relevant to the situation.		ROTECT. Make a <i>task roll</i> against your AV. On success, next attack n an adjacent friend targets you. Enemy may save to avoid.
A combat oriented vocation gets +1 to damage and AC from an off-hand weapon, while non-combat oriented vocations may		RESS. Take penalty to your AV when using a special combat
save to turn a successful task roll into a critical success, once		otion, give your enemy the same penalty. If you fail or if the save acceeds, the enemy gets combat adv. against you in the next
per session.	_ ro	ound.
ATTUNEMENTS Must be a teacher, an item, a pet, or a place. Each slot has two		ERSIST. Once/combat, make an CON task roll or save against acoming damage. On success, reduce dmg. by d6. On fail and/or if
attunements, with only one active at a time. Switching takes a		ng. takes you into negative HP, knocked out for 2 rounds.O
day spent in practice. Once per day, active attunements can auto succeed on a hard		RICK. Attack and exchange your damage roll for one of the illowing, each negated by enemy save:
task, while allowing a regular roll on a <i>nigh</i> impossible task.	│	PUSH the enemy 5 ft. away, and follow if you like.
EQUIPMENT RESTRICTIONS Shields and armor heavier than studded leather blocks slots		FEINT to make 2 attacks with combat adv. next round. DISARM the enemy to drop their weapon 2d6 ft. away.
and double damage options. Non-attuned two handed weapons recieve -2 AV.	\(\)	TRIP the enemy so that they lose their move in the next round, giving you combat adv.
	GULAR-SIZED QBJECTS + 5 IN A BACKPACK BEFQRE SLQ	OWING DOWN HEATY ORIECTS TAKE TWO
SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZE	ED ITEMS LIKE C2INS FIT 100 T2 A SL2T.	THE PERIOD FACE THE
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	CATION GROUPS, AND LEARN COMMON AND ONE OI ages, Details, & Musings	THER LANGUAGE XP Level
Canada	ges, betalis, a riasings	
Species & Vocation		current
opcoles a 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	LE. MARK GROUPS NEXT TO THEM.
HIT POINTS	STRENGTH physical power	
instant death at -10hp current max	physical points	
	CONSTITUTION physical resilience and	
ATTACK VALUE roll at (crit) or under	well-being	
weapon name dmg	DEXTERITY coordination, nimbleness,	
ARMOR CLASS how hard you are to hit	and quickness	
	KARISMA divine favor, fortune, and luck)
SAVING THROW survive a bad situation	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 DEFT CAN DO	ATTUNE A TEACHER, ITEM, PET, QR PLACE	SPECIAL COMBAT OPTIONS
VOCATION	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.
When properly equipped, and when rolling for a task or an attack that is in line with the vocation, the deft always use a	þ III	DEFENSE. Take -2 AV or -2 dmg., or -1 AV <i>and</i> -1 dmg., to get +2 AC
positive double roll. For this reason, deft characters don't mark		OFFENSE. Take -2 AC and get +1 AV and +1 dmg. Lasts until your
the the vocation group next to a specific attribute.	(P	next turn.
Additionaly, when they try to do damage from an advantageous position in combat, deft characters may switch this double		GRAPPLE. Make unarmed attack, but forsake dmg. to hold enemy.
positive roll benefit for double damage, if their vocation is	þ III	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
relevant to the situation.		on an adjacent friend targets you. Enemy may save to avoid.
A combat oriented vocation gets +1 to damage and AC from an off-hand weapon, while non-combat oriented vocations may	P J	PRESS. Take penalty to your AV when using a special combat
save to turn a successful task roll into a critical success, once		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
per session.		round.
ATTUNEMENTS 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 <i>incoming damage</i> . On success, reduce dmg. by d6. On fail and/or if
attunements, with only one active at a time. Switching takes a	ф <u> </u>	dmg. takes you into negative HP, knocked out for 2 rounds.O
day spent in practice. Once per day, active attunements can auto succeed on a hard		TRICK. Attack and exchange your damage roll for one of the
task, while allowing a regular roll on a <i>nigh</i> impossible task.	[[]	following, each negated by enemy save: • PUSH the enemy 5 ft. away, and follow if you like.
EQUIPMENT RESTRICTIONS Shields and armor heavier than studded leather blocks slots		 FEINT to make 2 attacks with combat adv. next round. DISARM the enemy to drop their weapon 2d6 ft. away.
and double damage options. Non-attuned two handed weapons	\(\begin{array}{cccccccccccccccccccccccccccccccccccc	TRIP the enemy so that they lose their move in the next round,
recieve -2 AV.		giving you combat adv.
ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 RE SLOTS: MINOR OBJECTS TAKE HALF A SLOT. NO-SIZE	GULAR-SIZED	LOWING DOWN. HEATY OBJECTS TAKE TWO
1	11	
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NAME YOURSELF, MARK DOWN SPECIES AND VOCATION GROUPS, AND LEARN COMMON AND ONE OTHER LANGUAGE Name Languages, Details, & Musings XP Level		
Laligue	iges, Details, & Hushigs	, LEAGE
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	STRENGTH physical power	
ATTACK VALUE	CONSTITUTION physical resilience and	
roll at (crit) or under weapon name dmg	well-being DEXTERITY coordination, nimbleness,	
ARMOR CLASS how hard you are to hit	and quickness KARISMA	
	divine favor, fortune, and luck	
SAVING THROW survive a bad situation	WISDOM mental resilience and well- being	
INITIATIVE O +1 init. dex 13+ O +2 init. dex 16+	INTELLIGENCE mental acuity and flexibility	
NOTE WHAT THE DEFT CAN DO VOCATION	ATTUNE A TEACHER, ITEM, PET, QR PLACE GAIN NEW SLOTS AT LEVEL 4, 7, & 10	GENERAL COMBAT RULES INITIATIVE. Roll a d6: high roll wins. If there is a tie, missles
When properly equipped, and when rolling for a task or an		before melee; lighter weapons before heavier ones.
attack that is in line with the vocation, the deft always use a positive double roll. For this reason, deft characters don't mark		If you do nothing during your turn, you can change your initiative to 6 in following rounds.
the the vocation group next to a specific attribute.	\rangle	You can choose a lower position. In the first round after this choice, you can go before others on the same initiative.
Additionaly, when they try to do damage from an advantageous		ACTIONS DURING A ROUND. attack→move→small action
position in combat, deft characters may switch this double positive roll benefit for double damage, if their vocation is	(5)	FREE ATTACK & DISENGAGING Casting a spell, quaffing a
relevant to the situation.		potion, taking something out of a bag, moving out of melee
A combat oriented vocation gets +1 to damage and AC from an	φ I	range, and similar actions give every ready enemy in melee range a free attack. You can only make one free attack per
off-hand weapon, while non-combat oriented vocations may save to turn a successful task roll into a critical success, once		round, except for the Strong.
per session.	[To disengage, you must move backwards at a careful pace (-10ft/-2sq), still facing your opponent.
ATTUNEMENTS Must be a teacher, an item, a pet, or a place. Each slot has two		COMBAT ADVANTAGE The Referee decides when there is
attunements, with only one active at a time. Switching takes a	\rangle	advantage, but generally flanking, high ground, sure footing vs. poor footing, back strikes or attacking unawares enemies
day spent in practice. Once per day, active attunements can auto succeed on a hard		grants +2AV & dmg. Sometimes you may be granted double or
task, while allowing a regular roll on a <i>nigh</i> impossible task.	[(triple advantage in the form of +4AV & dmg or +6AV & dmg.
EQUIPMENT RESTRICTIONS Shields and armor heavier than studded leather blocks slots		PERSIST. Once/combat, make an CON task roll or save against incoming damage. On success, reduce dmg. by d6. On fail
and double damage options. Non-attuned two handed weapons recieve -2 AV.		and/or if dmg. takes you into negative HP, knocked out for 2 rounds. O
R9LL 3D6*10 G9LD T9 START. Y9D CAN H9LD 10 RE SL9TS; MIN9R 9BJECTS TAKE HALF A SL9T. N9-SIZI	GULAR-SIZED QBJECTS + 5 IN A BACKPACK BEFQRE	SLOWING DOWN. HEAVY 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	
		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 av. str 15+ weapon name dmg	well-being DEXTERITY		
	coordination, nimbleness, and quickness		
ARMOR CLASS how hard you are to hit	KARISMA (
	divine favor, fortune, and luck		
SAVING THROW +1 poison & death	WISDOM		
+4 special melee attacks	mental resilience and well- being		
INITIATIVE O+1 init. dex 13+	INTELLIGENCE mental acuity and flexibility		
O +2 init. dex 16+	mental acuty and nexibility		
NOTE WHAT THE STRONG CAN DO	CHOOSE 1 COMBAT OPTION PER SLOT	SPECIAL COMBAT OPTIONS	
KEYWORD		CHARGE. Move 15 feet in a straight line and attack with combat advantage3 AC until your next turn.	
current max		DEFENSE. Take -2 AV or -2 dmg., or -1 AV <i>and -</i> 1 dmg., to get +2 AC	
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		OFFENSE. Take -2 AC and get +1 AV and +1 dmg. Lasts until your	
attack, or abilities in one of the following <i>categories</i> , decided		next turn.	
at the time of looting:		GRAPPLE. Make unarmed attack, but forsake dmg. to hold enemy. The enemy must win a contest against your STR to break free.	
 Memorable enemy. If the keyword relates to an action, may take +2 for one round to either AC, AV, ST, 		PROTECT. Make a <i>task roll</i> against your AV. On success, next attack	
HP, an attribute, damage, healing, MV, quality or		on an adjacent friend targets you. Enemy may save to avoid.	
initiative.Substance. You extract a rare and potent substance		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	
(poison, acid, something flammable, etc.). Must be		succeeds, the enemy gets combat adv. against you in the next round.	
 placed in inventory and counts toward encumbrance. Supernatural. The killing transfers a non-violent 		PERSIST. Once/combat, make an CON task roll or save against	
supernatural ability that the monster has.		incoming damage. On success, reduce dmg. by d6. On fail and/or if	
Can only hold one at a time, getting a new one when a new		dmg. takes you into negative HP, knocked out for 2 rounds.O TRICK. Attack and exchange your damage roll for one of the	
monster is killed. Can be used # of times equal to level. KILLING MOMENTUM		following, each negated by enemy save:	
Putting an enemy at zero or negative HP allows an additional		PUSH the enemy 5 ft. away, and follow if you like. FEINT to make 2 attacks with combat adv. next round.	
attack against an adjacent enemy.		 DISARM the enemy to drop their weapon 2d6 ft. away. TRIP the enemy so that they lose their move in the next round, 	
FREE ATTACKS Can make a number of free attacks equal to level		giving you combat adv.	
ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 RE- SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZE		FORE SLOWING DOWN. HEATY OBJECTS TAKE TWO	
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	VOCATION GROUPS, AND LEARN COMMON AND OF anguages, Details, & Musings	NE 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 ax. str 13+ O +1 dmg. str 16+ MARY 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+ NOTE WHAT THE STRONG CAN DO KEYWORD If you deliver a killing blow in a memorable battle, you may lead to a keyword from the enemy, to be called upon for tricks, speciattack, or abilities in one of the following categories, decide at the time of looting: • Memorable enemy. If the keyword relates to an action, may take +2 for one round to either AC, AV, HP, an attribute, damage, healing, MV, quality or initiative. • Substance. You extract a rare and potent substant (poison, acid, something flammable, etc.). Must be placed in inventory and counts toward encumbrant. • 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	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 CHOOSE 1 COMBAT OPTION PER SLOT GAIN NEW SLOTS AT LEVEL 4. 7. & 10 ST, acce	SPECIAL COMBAT OPTIONS 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. Sometimes you may be granted double or triple advantage in the form of +4AV & dmg or +6AV & dmg. PERSIST. Once/combat, make an CON task roll or save against
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		dmg. takes you into negative HP, knocked out for 2 rounds. O
ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-	D REGULAR-SIZED QBJECTS + 5 IN A BACKPACK BEFS- SIZED ITEMS LIKE CQINS FIT 100 TQ A SLQT.	PRE SLOWING DOWN. HEAVY OBJECTS TAKE TWO
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	CATION GROUPS, AND LEARN COMMON AND ONE OTH	HER LANGUAGE
Name Langua	ges, Details, & Musings	XP
		ourrant
Species & Vocation		- Conversion
	+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 CIRCL	E. MARK GROUPS NEXT TO THEM.
HIT POINTS O +1 hp. con 13+	STRENGTH physical power	
O +1 hp. con 16+ Current max	CONSTITUTION physical resilience and	
ATTACK VALUE O +1 av. str 13+ O +1 dmq. 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 +1 poison & death	WISDOM	
+4 special melee attacks	mental resilience and well- being	
INITIATIVE ○ +1 init. dex 13+ ○ +2 init. dex 16+	INTELLIGENCE mental acuity and flexibility	
NOTE WHAT THE STRONG CAN DO		SPECIAL COMBAT OPTIONS
KEYWORD		CHARGE. Move 15 feet in a straight line and attack with combat advantage3 AC until your next turn.
current max		DEFENSE. Take -2 AV or -2 dmg., or -1 AV <i>and</i> -1 dmg., to get +2 AC
If you deliver a killing blow in a memorable battle, you may loot		DFFENSE. Take -2 AC and get +1 AV and +1 dmg. Lasts until your
a keyword from the enemy, to be called upon for tricks, special attack, or abilities in one of the following <i>categories</i> , decided		next turn.
at the time of looting:		GRAPPLE. Make unarmed attack, but forsake dmg. to hold enemy. The enemy must win a contest against your STR to break free.
 Memorable enemy. If the keyword relates to an action, may take +2 for one round to either AC, AV, ST, 		PROTECT. Make a <i>task roll</i> against your AV. On success, next attack
HP, an attribute, damage, healing, MV, quality or		on an adjacent friend targets you. Enemy may save to avoid.
initiative. • Substance. You extract a rare and potent substance		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
(poison, acid, something flammable, etc.). Must be		succeeds, the enemy gets combat adv. against you in the next
 placed in inventory and counts toward encumbrance. Supernatural. The killing transfers a non-violent 		round.
supernatural ability that the monster has.		PERSIST. Once/combat, make an CON task roll or save against incoming damage. On success, reduce dmg. by d6. On fail and/or if
Can only hold one at a time, getting a new one when a new		dmg. takes you into negative HP, knocked out for 2 rounds.O
monster is killed. Can be used # of times equal to level.		TRICK. Attack and exchange your damage roll for one of the following, each negated by enemy save:
RILLING MOMENTUM Putting an enemy at zero or negative HP allows an additional		PUSH the enemy 5 ft. away, and follow if you like. FEINT to make 2 attacks with combat adv. next round.
attack against an adjacent enemy.		DISARM the enemy to drop their weapon 2d6 ft. away.
FREE ATTACKS		 TRIP the enemy so that they lose their move in the next round, giving you combat adv.
Can make a number of free attacks equal to level		
ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 RE SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZE		9WING D9WN. HEATY 9BJECTS TAKE TW9
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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

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

ROLL 3D6*10 GOLD TO START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING DOWN. HEAVY OBJECTS TAKE TWO

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

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.

SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZED ITEMS LIKE COINS FIT 100 TO A SLOT. 2 12 3 13 4 14 5 15 16 7 **17** 8 18 9 19 10 20

NAME YOURSELF, MARK DOWN SPECIES AND YO Name Langu	CATION GROUPS, AND LEARN COMMON AND ON ages, Details, & Musings	E OTHER LANGUAGE XP Level
Langu	ages, Details, & Husings	, LEAGE
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 C	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 au. str 13+ O +1 dmq. str 16+ weapon name dmg	well-being	
O Truing surior	DEXTERITY coordination, nimbleness,	
ARMOR CLASS how hard you are to hit	and quickness KARISMA	
	divine favor, fortune, and)
SAVING THROW	WISDOM	
+1 poison & death +4 special melee attacks	mental resilience and well-	
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	SPECIAL COMBAT OPTIONS
KEYWORD	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
If you deliver a killing blow in a memorable battle, you may loot		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 choice, you can go before others on the same initiative.
attack, or abilities in one of the following <i>categories</i> , decided at the time of looting:		ACTIONS DURING A ROUND. attack→move→small action
,		FREE ATTACK & DISENGAGING Casting a spell, quaffing a potion,
 Memorable enemy. If the keyword relates to an action, may take +2 for one round to either AC, AV, ST, 		taking something out of a bag, moving out of melee range, and
HP, an attribute, damage, healing, MV, quality or		similar actions give every ready enemy in melee range a free attack. You can only make one free attack per round, except for
 initiative. Substance. You extract a rare and potent substance 		the Strong. To disengage, you must move backwards at a careful pace
(poison, acid, something flammable, etc.). Must be		(-10ft/-2sq), still facing your opponent.
placed in inventory and counts toward encumbrance. • Supernatural. The killing transfers a non-violent		COMBAT ADVANTAGE The Referee decides when there is
supernatural ability that the monster has.		advantage, but generally flanking, high ground, sure footing vs. poor footing, back strikes or attacking unawares enemies grants
Can only hold one at a time, getting a new one when a new		+2AV & dmg. Sometimes you may be granted double or triple advantage in the form of +4AV & dmg or +6AV & dmg.
monster is killed. Can be used # of times equal to level.		PERSIST. Once/combat, make an CON task roll or save against
RILLING MOMENTUM Putting an enemy at zero or negative HP allows an additional		incoming damage. On success, reduce dmg. by d6. On fail and/or if
attack against an adjacent enemy.		dmg. takes you into negative HP, knocked out for 2 rounds. O
FREE ATTACKS		···· <mark> </mark>
Can make a number of free attacks equal to level		<u> </u>
ROLL 3D6*10 GOLD TO START, YOU CAN HOLD 10 RE		RE SLOWING DOWN. HEATY OBJECTS TAKE TWO
SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZ	ED HEMS LIKE CHINS FIT TOO 19 A SLYT.	
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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

- 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.
- **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.

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. Sometimes you may be granted double or triple advantage in the form of +4AV & dmg or +6AV & 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 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.			
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NAME YOURSELF, MARK DOWN SPECIES AND VO	CATION GROUPS, AND LEARN COMMON AND ONE C	OTHER LANGUAGE
Name Langu	ages, Details, & Musings	XP
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	STRENGTH physical power	
instant death at -10hp current max		
ATTACK VALUE	CONSTITUTION physical resilience and	
roll at (crit) or under () (weapon name dmg)	DEXTERITY DESCRIPTION	
	Coordination, nimbleness, and quickness	
ARMOR CLASS how hard you are to hit	KARISMA	
	divine favor, fortune, and luck	
SAVING THROW +2 magick & mind	WISDOM	
	mental resilience and well- being	
INITIATIVE O+linit. dex 13+	INTELLIGENCE mental acuity and flexibility	
O +2 init. dex 16+	mental boday and restainty	
NOTE WHAT THE WISE CAN DO	TIE MIRACLES TO SLOTS GAIN NEW SLOTS AT LEVEL 3, 5, 7, & 9	SPECIAL COMBAT OPTIONS
MIRACLES Each slot has two miracles permenantly tied to it (except for		CHARGE. Move 15 feet in a straight line and attack with combat 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.	<u> </u>	DEFENSE. Take -2 AV or -2 dmg., or -1 AV <i>and</i> -1 dmg., to get +2 AC
	<u> </u>	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	φ	next turn. GRAPPLE. Make unarmed attack, but forsake dmg. to hold enemy.
the cost in HP: the player states what the miracle should do and the Referee suggests the costs. Costs may be lowered with	REQ. 13+ WIS	The enemy must win a contest against your STR to break free.
drawbacks and ingredients, or increased if the effect is further	REQ. 16+ WIS	PROTECT. Make a task roll against your AV. On success, next attack
from the wording, the vocation, and what can be acheived without magick.	5	on an adjacent friend targets you. Enemy may save to avoid. PRESS. Take penalty to your AV when using a special combat
If your level exceeds the HP cost, can slot scrolls with a	Y	option, give your enemy the same penalty. If you fail or if the save
successful trained Intelligence roll, and can reproduce its static		succeeds, the enemy gets combat adv. against you in the next round.
effect once per day at zero HP cost. SUPERNATURAL REGENERATION	6	PERSIST. Once/combat, make an CON task roll or save against
Recover from HP loss at twice the normal rate, but cannot		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
receive healing from other means.		TRICK. Attack and exchange your damage roll for one of the
MAGICK ITEM At level 3, a magick item may be slotted in second slot instead	\(\rightarrow \)	following, each negated by enemy save: • PUSH the enemy 5 ft. away, and follow if you like.
of miracles. This creates a floating HP bonus equal to level, which is removed if the item is broken.	J J	 FEINT to make 2 attacks with combat adv. next round. DISARM the enemy to drop their weapon 2d6 ft. away.
EQUIPMENT RESTRICTION		TRIP the enemy so that they lose their move in the next round,
Shields or armor heavier than leather incurs +2 HP to costs	ρ	giving you combat adv.
before doubling. Two-handed weapons receive -2 AV unless slotted.		
	EGULAR-SIZED QBJECTS + 5 IN A BACKPACK BEFQRE	SLOWING DOWN. HEATY OBJECTS TAKE TWO
SLOTS; MINOR OBJECTS TAKE HALF A SLOT. NO-SIZ	ED ITEMS LIKE C2INS FIT 100 T2 A SL2T. 11	
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NAME YOURSELF, MARK DOWN SPECIES AND VOC	CATION GROUPS, AND LEARN COMMON AND ONE C	OTHER LANGUAGE
Name Langua	ages, Details, & Musings	XP Level
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 CIRC	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 DEXTERITY coordination, nimbleness,	
ARMOR CLASS how hard you are to hit	KARISMA divine favor, fortune, and	
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	
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.	TIE MIRACLES TO SLOTS GAIN NEW SLOTS AT LEVEL 3, 5, 7, & 9 REQ. 13+ WIS REQ. 16+ WIS	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. Sometimes you may be granted double or triple advantage in the form of +4AV & dmg or +6AV & 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	GULAR-SIZED 2BJECTS + 5 IN A BACKPACK BEF2RE ED ITEMS LIKE C2INS FIT 100 T2 A SL2T. 11	SERANTING DRAMIN' HENAL ARTECTS TAKE TAAR
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NAME YOURSELF, MARK DOWN SPECIES	S AND VOCATION GROUPS	S, AND LEARN COMMON AND	ONE OTHER	LANGUAGE			
Name	Languages, Details, & Musi	ngs		XP		Level	
Species & Vocation	7			curr	ent	.	
		+1 lang. int 13+ / +2 lang. int 16+		to next l.	'evel up		
MARK DOWN YOUR STATS, RO-ROLL HD	EACH ROLL 3D6 FO	R EACH TRAIT AND PLACE IT IN	N A CIRCLE. M	ARK GROUPS NEXT TO	THEM.		
LEVEL	STRENGTH	\bigcap				$\overline{}$	
HIT POINTS instant death at -10hp current m	physical power CONSTITUTION						
ATTACK VALUE roll at (crit) or under	physical resilience and well-being						
ARMOR CLASS	DEXTERITY coordination, nimbleness and quickness						
how hard you are to hit	KARISMA divine favor, fortune, and					\supset	
SAVING THROW +2 magick & mind	WISDOM mental resilience and we					\supset	
INITIATIVE ○ +1 init. dex 13+ ○ +2 init. dex 16+	intelligence mental acuity and flexibi	lity C				\supset	
NOTE WHAT THE WISE CAN DO	TIE MIRACLES		SPEC	CIAL COMBAT OPTION	S		
MIRACLES	GAIN NEW SLOTS AT LE	EVEL 3, 5, 7, & 9		GE. Move 15 feet in a straight l' tage3 AC until your next turi		combat	
Each slot has two miracles permenantly tied to it (ex the level 1 slot), with only one active at a time. Switch				ISE. Take -2 AV or -2 dmg., or		o net +2 AC	
one is active takes a day of preparation.				ISE. Take -2 AC and get +1 AV a	•	•	
Miracles are given descriptive or evocative wording.			next to		2.1.u . uy. 2.uoto u	, • • •	
wording, vocation, and desired effect are used to tria the cost in HP: the player states what the miracle sh		REQ. 1		PLE. Make unarmed attack, bu			
and the Referee suggests the costs. Costs may be low	wered with 🗘	050.1		nemy must win a contest again			
drawbacks and ingredients, or increased if the effec from the wording, the vocation, and what can be ach		REO. 16+ WIS PROTECT. Make a task roll aga on an adjacent friend targets y					
without magick.	6	PRESS. Take p			enalty to your AV when using a special combat		
If your level exceeds the HP cost, can slot scrolls witl	h a	option, give your enemy the same penalty. If you fail o succeeds, the enemy gets combat adv. against you in					
successful trained Intelligence roll, and can reproduce static effect once per day at zero HP cost.	ce its	round.			, ,		
SUPERNATURAL REGENERATION	\$				e/combat, make an CON task roll or save against <i>age</i> . On success, reduce dmg. by d6. On fail and/or if		
Recover from HP loss at twice the normal rate, but ca	annot	dmg. takes you into negative HP, knocked out for 2					
receive healing from other means. MAGICK ITEM				. Attack and exchange your da		of the	
At level 3, a magick item may be slotted in second slo	ot instead			ing, each negated by enemy s JSH the enemy 5 ft. away, and			
of miracles. This creates a floating HP bonus equal to which is removed if the item is broken.	o level,	FEINT to n			ombat adv. next rou		
EQUIPMENT RESTRICTION			• TR	SARM the enemy to drop their RIP the enemy so that they los			
Shields or armor heavier than leather incurs +2 HP to			giv	ving you combat adv.			
before doubling. Two-handed weapons receive -2 AV slotted.	unless						
ROLL 3D6*10 GOLD TO START, YOU CAN HE	9LD 10 REGULAR-SIZED 9	BJECTS + 5 IN A BACKPACK B	BEFORE SLOWI	ING D⊇WN. HEAVY 2 B	JECTS TAKE TV	Vº	
SLOTS; MINOR OBJECTS TAKE HALF A SLO	II. NO-SITED HEWS LIKE	COINS FIT 100 TO A SLOT.					
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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 +2 magick & mind INITIATIVE O +1 init. dex 13+ O +2 init. dex 16+ NOTE WHAT THE WISE CAN DO	ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN A CIR 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 TIE MIRACLES TO SLOTS GAIN NEW SLOTS AT LEVEL 3, 5, 7, & 9	GENERAL COMBAT RULES		
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.	REQ. 13+ WIS REQ. 16+ WIS	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. Sometimes you may be granted double or triple advantage in the form of +4AV & dmg or +6AV & 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-SIZI 1 2 3 4 5 6 7 8 9 10	SULAR-SIZED QBJECTS + 5 IN A BACKPACK BEFQRE	SLOWING DOWN. HEATY OBJECTS TAKE TWO		