NAME		LEVEL		LANGUAG	ES				THE DEFT	
CLASS & VOCATION		ХР							deft characters rely on superior technique and skill	
HIT PQINTS how much punishment your meat-suit can take  SAVING THRQW how trained or lucky you are	ARMOR CLASS how hard you are to hit  ATTACK VALUE how well you can hurt others		<b>LVL</b> XP  1 0 2 1500 3 3000 4 6000 5 12000	1 2 2+1 3	AV ST  10 7  11 8  11 9  12 10  12 11	SL 1 1 1 2 2	<b>GR</b> 2 2 3 3 4	<b>RA</b> - 1 1 2 2	SLOTS	
STRENGTH physical power			6 24000 7 48000 8 96000 9 192000 10 38400	4 4+1 5 3 5+1	13 12 13 13 14 14 14 15 15 16	2 3 3 3 4	4 5 5 6 6	3 3 4 4 5	<u></u>	
ENDURANCE  physical resilience and well-being			When properly in line with the v reason, deft cha specific attribut	rocation, the racters don' e.	deft always t mark the th	use a positi e vocation (	ve double r Jroup next	oll. For this to a		
AGILITY +1 init. AGL 13+ / +2 init. AGL 16+			Additionaly, while n combat, deft double damage, A combat oriel weapon, while n	characters r if their voca nted vocatio on-combat (	nay switch th tion is releva n gets +1 to c oriented voca	is double po nt to the sit amage and tions may s	ositive roll wation. AC from ar ave to turn	benefit for		
KARISMA divine favor, fortune, and luck			ATTUNEMEN  Must be a tea	ITS				0		
AURA mental resilience and well-being			attunements, wi practice. Once per day, while allowing a	active attur	ements can	auto succee	d on a har		<u> </u>	
THQUGHT +1 lang. THO 13+ / +2 lang. THO 16+			Shields and a damage options	rmor heavie	than studde					
WEAPONS, ARMOR, & GEAR		EXTRA GEAR							COMBAT OPTIONS	
1		11							Charge. Move 15 feet in a straight line and attack with combat advantage3 AC until your next turn.	
2		12							<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 until your next turn.	
3		13							<b>Grapple.</b> Make unarmed attack, but forsake dmg. to hold enemy. The enemy must win a contest against your STR to break free. <b>Protect.</b> 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. <b>Trick.</b> Attack and exchange your damage roll for one of the following, each	
5		15							negated by enemy save:	
6		16							<ul> <li>Push the enemy 5 ft. away, and follow if you like.</li> <li>Feint to make 2 attacks with combat adv. next round.</li> <li>Disarm the enemy to drop their weapon 2d6 ft. away.</li> </ul>	
7		17							Trip the enemy so that they lose their move in the next round, giving	
8		18							you combat adv. <b>Press.</b> 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. <b>Persist.</b> 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.	
<u> </u>										

NAME	LEVEL	LANGUAGES	THE STRONG
CLASS	ХР		strong characters rely on combat skills and physique
HIT PQINTS +1 HP. END 13+ / +1 HP. END 16+  ARMOR CLASS how hard you are to hit	LVL XP 1 0	HD AV ST SL GR RA	SPECIAL COMBAT ACTIONS
SAVING THROW +1 poison & death /+4 special melee attacks  ATTACK VALUE +1 AV. STR 13+ /+1 dmg. STR 16+	2 2000 3 4000 4 8000 5 16000 6 32000		Spend a full action to protect an adjacent character by absorbing all attacks until their next turn. Each enemy saves against this effect.  After a hit, push an opponent backwards ten feet and move into the space formerly occupied by the opponent. The target saves. Target's
STRENGTH physical power	7 64000 8 12800 9 25600 10 51200 KEYWORD	0 8 15 12 3 4 4 0 9 16 13 3 4 4	movement can trigger free attacks from someone else.  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	KETWORD		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	keyword from t	killing blow in a memorable battle, you may loot a ne enemy, to be called upon for tricks, special attack, or of the following <i>categories</i> , decided at the time of looting:	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+	takı dan	norable enemy. If the keyword relates to an action, may +2 for one round to either AC, AV, ST, HP, an attribute, lage, healing, MV, quality or initiative. stance. You extract a rare and potent substance (poison,	$\Box$ 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	aci and • Sup	, something flammable, etc.). Must be placed in inventory counts toward encumbrance.  ernatural. The killing transfers a non-violent supernatural	Forsake move and make a one-handed melee attack and a one-handed ranged attack in the same round with suitable weapons.
	Can only hold	ty that the monster has.  one at a time, getting a new one when a new monster is  ed # of times equal to level.	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.
AURA mental resilience and well-being	KILLING MO	DMENTUM	or lost the criteci
	· · · · · · · · · · · · · · · · · · ·	my at zero or negative hit points allows an additional n adjacent enemy.	
THQUGHT +1 lang. THO 13+ / +2 lang. THO 16+	FREE ATTAC	KS	
	Can make a nur	nber of free attacks equal to level	
WEAPONS, ARMOR, & GEAR 1	EXTRA GEAR 11		COMBAT OPTIONS  Charge. Move 15 feet in a straight line and attack with combat advantage.  -3 AC until your next turn.
2	12		<b>Defense.</b> Take -2 AV or -2 dmg., or -1 AV <i>and</i> -1 dmg., to get +2 AC <b>Offense.</b> Take -2 AC and get +1 AV and +1 dmg. Lasts until your next turn.
3	13		<b>Grapple.</b> Make unarmed attack, but forsake dmg. to hold enemy. The enemy must win a contest against your STR to break free. <b>Protect.</b> 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. <b>Trick</b> , 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.
6	16		<ul> <li>Feint to make 2 attacks with combat adv. next round.</li> <li>Disarm the enemy to drop their weapon 2d6 ft. away.</li> </ul>
7	17		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
8	18		your enemy the same penalty. If you fail or if the save succeeds, the enemy gets combat adv. against you in the next round.
9	19		Persist. Once/combat, make a CON task roll or save against <i>incoming</i> damage. On success, reduce dmg. by d6. On fail and/or dmg. takes you into
10	20		negative HP, knocked out for 2 rounds.

NAME	LEVEL		LANGUA	GES					THE WISE
CLASS	ΧР								wise characters perform miracles through arcane negotiations with powerful forces in their environment
HIT PQINTS how much punishment your meat-suit can take  ARMQR CLASS how hard you are to hit		<b>LVL</b> XP  1 0 2 2500 3 5000	HD 1+1 2 2+1	<b>A</b> ▼ 10 11 11	<b>ST</b> 6 7 8	<b>SL</b> 1 1 2	<b>GR</b> 2 2 2	<b>RA</b> - 1	SLOTS
SAYING THR♀W  +2 magick & mind  ATTACK VALUE  how well you can hurt others		4 10000 5 20000 6 40000 7 80000	3 4 4+1	11 12 12 12	9 10 11 12	2 3 3 4	3 3 3 4	2 2 3 3	
STRENGTH physical power		8 160000 9 320000 10 640000	6 6+1	13 13 13	13 14 15	4 5 5	4 4 5	4 4 5	Req. 13+ AURA
ENDED INC.		MIRACLES							Reg. 16+ AURA
ENDURANCE physical resilience and well-being  AGILITY +1 init. AGL 13+ / +2 init. AGL 16+		Each slot has t slot), with only o day of preparati Miracles are gi vocation, and de player states wh costs. Costs may if the effect is fu acheived withou	ne active a on. ven descri sired effer at the mira be lowere urther fron	at a time.  ptive or e  ct are use  acle shou  ed with dr	Switching vocative and to trial do and awbacks	ng which o wording. ngulate the d the Refer s and ingre	The word cost in ree sugge dients, o	ve takes a ding, HP: the ests the r increased	
KARISMA divine favor, fortune, and luck		Recover from I healing from oth	HP loss at t er means.	twice the		rate, but ca	annot rec	eive	
AURA mental resilience and well-being		At level 3, a ma miracles. This co if the item is bro	igick item eates a flo						
THQUGHT +1 lang. THO 13+ / +2 lang. THO 16+		Shields or arm doubling. Two-h	or heavier	than leat				efore	
WEAPONS, ARMOR, & GEAR	EXTRA GEAR								COMBAT PPTIONS
1	11								Charge. Move 15 feet in a straight line and attack with combat advantage.  -3 AC until your next turn.
2	12								<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 until your next turn.
3	13								<b>Grapple.</b> Make unarmed attack, but forsake dmg. to hold enemy. The enemy must win a contest against your STR to break free. <b>Protect.</b> 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.
6	16								Feint to make 2 attacks with combat adv. next round. Disarm the enemy to drop their weapon 2d6 ft. away.
7	17								<ul> <li>Trip the enemy so that they lose their move in the next round, giving you combat adv.</li> </ul>
8	18								<b>Press.</b> 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. <b>Persist.</b> 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		LANGU	JAGES					THE DEFT
CLASS & VOCATION		ХР								deft characters rely on superior technique and skill
HIT POINTS how much punishment your meat-suit can take	ARMOR CLASS how hard you are to hit	' 	. <b>∀L XP</b> 0 1500	HD 1 2	<b>A</b> ♥ 10 11	<b>ST</b> 7 8	<b>SL</b> 1	<b>GR</b> 2 2	<b>RA</b> - 1	SLOTS
SAVING THROW how trained or lucky you are in bad situations	ATTACK VALUE how well you can hurt others	3 4 5 6	6000	3 3+1	11 12 12 13	9 10 11 12	1 2 2 2	3 3 4 4	1 2 2 3	
STRENGTH physical power		8 9	9600 9 1920	0 4+1 0 5 00 5+1 00 6	13 14 14 15	13 14 15 16	3 3 4	5 5 6 6	3 4 4 5	
ENDURANCE physical resilience and well-being			When proper n line with the eason, deft cl	vocation,	, the deft a	always us	e a positiv	e double i	oll. For this	
<b>AGILITY</b> +1 init. AGL 13+ / +2 init. AGL 16+		i	specific attrib Additionaly, v n combat, def louble damag A combat ori veapon, while	when they t characte e, if their w ented voc non-comb	ers may sw vocation is ation gets bat oriente	vitch this s relevant : +1 to dan ed vocatio	double po to the situ nage and <i>l</i> ons may sa	sitive roll lation. IC from all lve to turr	benefit for	<u>-</u>
KARISMA divine favor, fortune, and luck			ATTUNEME	NTS						
AURA mental resilience and well-being			Must be a te attunements, bractice. Once per da vhile allowing	vith only o	one active	at a time ts can aut	. Switching to succeed	j takes a I on a har	lay spent in	<u> </u>
THQUGHT +1 lang. THO 13+ / +2 lang. THO 16+		-	Shields and damage option	armor hea	avier than	studded I				
WEAPONS, ARMOR, & GEAR		EXTRA GEAR								COMBAT QPTIONS
1		11								Charge. Move 15 feet in a straight line and attack with combat advantage3 AC until your next turn.
2		12								<b>Defense.</b> Take -2 AV or -2 dmg., or -1 AV <i>and</i> -1 dmg., to get +2 AC <b>Offense.</b> Take -2 AC and get +1 AV and +1 dmg. Lasts until your next turn.
3		13								<b>Grapple.</b> Make unarmed attack, but forsake dmg. to hold enemy. The enemy must win a contest against your STR to break free.
4		14								<b>Protect.</b> Make a <i>task roll</i> against your AV. On success, next attack on an adjacent friend targets you. Enemy may save to avoid.
5		15								<b>Trick.</b> Attack and exchange your damage roll for one of the following, each negated by enemy save:
6		16								<ul> <li>Push the enemy 5 ft. away, and follow if you like.</li> <li>Feint to make 2 attacks with combat adv. next round.</li> </ul>
7		17								<ul> <li>Disarm the enemy to drop their weapon 2d6 ft. away.</li> <li>Trip the enemy so that they lose their move in the next round, giving</li> </ul>
8		18								you combat adv. <b>Press.</b> Take penalty to your AV when using a special combat option, give
9		19								your enemy the same penalty. If you fail or if the save succeeds, the enemy gets combat adv. against you in the next round.
10		20								Persist. Once/combat, make a CON task roll or save against <i>incoming</i> damage. On success, reduce dmg. by db. On fail and/or dmg. takes you into
		-								negative HP, knocked out for 2 rounds.

NAME	LEVEL		LANGUAGES				THE STRºNG
CLASS	XP						strong characters rely on combat skills and physique
HIT POINTS +1 HP. END 13+ /+1 HP. END	ARMOR CLASS	LVL XP	HD A♥		SL G	R RA	SPECIAL COMBAT ACTIONS
SAVING THROW	how hard you are to hit  ATTACK VALUE	1 0 2 2000 3 4000 4 8000	1+1 11 2 11 3 12 4 13	5 1 6 1 7 1 8 2	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.
+1 poison & death / +4 special melee attacks	+1AV. STR 13+ / +1 dmg. STR 16+	5 16000 6 3200 7 6400	0 5 13 0 6 14 0 7 15	9 2 10 2 11 3	2 3	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.
STRENGTH physical power		8 12800 9 2560 10 51200 KEYWORD		12 3 13 3 14 4		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							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		keyword from	a killing blow in a the enemy, to be co of the following ca	alled upon for t	tricks, spec	ial attack, 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+		tal da	morable enemy. I te +2 for one round mage, healing, MV, bstance. You extra	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		ac an	d, something flam d counts toward er <b>pernatural.</b> The ki	mable, etc.). Mi cumbrance.	Forsake move and make a one-handed melee attack and a one-handed ranged attack in the same round with suitable weapons.		
			lity that the monst		1		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
AURA		killed. Can be u	one at a time, get used # of times eq	•	wnen a ne	w monster is	again will gain triple combat advantage. If damaged while parrying, save or lose the effect.
mental resilience and well-being		<i></i>	OMENTUM			100	
			emy at zero or neg an adjacent enem		s allows an	additional	
THQUGHT +1 lang. TH0 13+ / +2 lang. TH0 16+		FREE ATTAC	CKS				
		Can make a nu	mber of free attac	ks equal to lev	el		
WEAPONS, ARMOR, & GEAR	EXTRA GEAR 11						COMBAT QPTIONS  Charge. Move 15 feet in a straight line and attack with combat advantage.
2	12						-3 AC until your next turn. <b>Defense.</b> Take -2 AV or -2 dmg., or -1 AV <i>and</i> -1 dmg., to get +2 AC
3	13		Grapple. Make unarmed attack, but forsake				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
4	14						enemy must win a contest against your STR to break free. <b>Protect.</b> Make a <i>task roll</i> against your AV. On success, next attack on an adjacent friend targets you. Enemy may save to avoid.
5	15 16						Trick. Attack and exchange your damage roll for one of the following, each negated by enemy save:
6							<ul> <li>Push the enemy 5 ft. away, and follow if you like.</li> <li>Feint to make 2 attacks with combat adv. next round.</li> </ul>
7	17	_					<ul> <li>Disarm the enemy to drop their weapon 2d6 ft. away.</li> <li>Trip the enemy so that they lose their move in the next round, giving</li> </ul>
8	18						you combat adv. <b>Press.</b> Take penalty to your AV when using a special combat option, give
9	19						your enemy the same penalty. If you fail or if the save succeeds, the enemy gets combat adv. against you in the next round. <b>Persist.</b> 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.
1 <u> </u>			<u> </u>				•

NAME	LEVEL	NGUAGES	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	<b>LVL XP HD</b> 1 0 1+1 2 2500 2		SLOTS		
SAVING THROW +2 magick & mind  ATTACK VALUE how well you can hurt others	3 5000 2+1 4 10000 3 5 20000 4 6 40000 4+1	11 9 2 3 2 12 10 3 3 2 1 12 11 3 3 3	<del> </del>		
STRENGTH physical power	7 80000 5 8 160000 6 9 320000 6+1 10 640000 7	12 12 4 4 3 13 13 4 4 4 1 13 14 5 4 4 13 15 5 5 5	Req. 13+ AURA		
ENDURANCE	MIRACLES  Each slot has two min	iracles permenantly tied to it (except for the level 1	Req. 16+ AURA		
physical resilience and well-being	slot), with only one acti day of preparation. Miracles are given de	tive at a time. Switching which one is active takes a escriptive or evocative wording. The wording, effect are used to triangulate the cost in HP: the			
AGILITY +1 init. AGL 13+ / +2 init. AGL 16+	player states what the costs. Costs may be low	e miracle should do and the Referee suggests the owered with drawbacks and ingredients, or increased r from the wording, the vocation, and what can be			
KARISMA divine favor, fortune, and luck	/	ss at twice the normal rate, but cannot receive			
AURA	healing from other mea	eans.			
mental resilience and well-being	,	item may be slotted in second slot instead of s a floating HP bonus equal to level, which is removed	<u></u>		
THQUGHT +1 lang. TH0 13+ / +2 lang. TH0 16+	EQUIPMENT RES Shields or armor hear	STRICTION avier than leather incurs +2 HP to costs before	<del>-</del>		
	/	d weapons receive -2 AV unless slotted.	ф   I		
WEAPONS, ARMOR, & GEAR 1	EXTRA GEAR 11		COMBAT OPTIONS  Charge. Move 15 feet in a straight line and attack with combat advantage.  -3 AC until your next turn.		
2	12		<b>Defense.</b> Take -2 AV or -2 dmg., or -1 AV <i>and</i> -1 dmg., to get +2 AC <b>Offense.</b> Take -2 AC and get +1 AV and +1 dmg. Lasts until your next turn.		
3	13		<b>Grapple.</b> Make unarmed attack, but forsake dmg. to hold enemy. The enemy must win a contest against your STR to break free.		
4	14		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 explanae your damage roll for one of the following, each		
5	15		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.		
6	16				
7	17				
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 enemy gets combat adv. against you in the next round.  Persist. Once/combat, make a CON task roll or save against incoming		
9	19				
10	20		damage. On success, reduce dmg. by d6. On fail and/or dmg. takes you into negative HP, knocked out for 2 rounds.		