

HELLO, MY NAME IS...

NAME	LEVEL	LANGUAGES
SPECIES & VOCATION	XP	

MARK DOWN YOUR **STATS**, RE-ROLL **HD** EACH LEVEL

HIT POINTS <i>how much punishment your meat-suit can take</i>	<div></div> <i>CURRENT</i>	<div></div> <i>MAX</i>	ARMOR CLASS <i>how hard you are to hit</i>	<div></div>
SAVING THROW <i>how trained or lucky you are in bad situations</i>	<div></div>		ATTACK VALUE <i>how well you can hurt others</i>	<div></div>
INITIATIVE <i>how fast you can react to danger</i>	<div>+1</div>	<div>+2</div>		

ROLL 3D6 FOR EACH TRAIT AND PLACE IT IN THE CIRCLE. MARK GROUPS NEXT TO THEM.

STRENGTH <i>physical power</i>	<input type="text"/>	<input type="text"/>
CONSTITUTION <i>physical resilience and well-being</i>	<input type="text"/>	<input type="text"/>
DEXTERITY <i>+1 init. DEX 13+ / +2 init. DEX 16+</i>	<input type="text"/>	<input type="text"/>
KARISMA <i>divine favor, fortune, and luck</i>	<input type="text"/>	<input type="text"/>
WISDOM <i>mental resilience and well-being</i>	<input type="text"/>	<input type="text"/>
INTELLIGENCE <i>+1 lang. INT 13+ / +2 lang. INT 16+</i>	<input type="text"/>	<input type="text"/>

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.

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

THE DEFT

rely on superior technique and skill

ATTUNE A TEACHER, ITEM, PET, OR PLACE
GAIN NEW SLOTS AT LEVEL 4, 7, & 10

[illegible]

HELLO, MY NAME IS...

NAME

SPECIES & VOCATION

LEVEL

LANGUAGES

XP

MARK DOWN YOUR **STATS**. RE-ROLL **HD** EACH LEVEL

HIT POINTS

+1 HP. CON 13+ / +1 HP. CON 16+

ARMOR CLASS

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+

INITIATIVE

how fast you can react to danger

+1

+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. DEX 13+ / +2 init. DEX 16+

KARISMA

divine favor, fortune, and luck

WISDOM

mental resilience and well-being

INTELLIGENCE

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

NOTE WHAT YOUR **JOB** CAN DO

KEYWORD

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

SPECIAL COMBAT **MANOEUVERS**

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 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.

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1	11
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THE STRONG

rely on combat skills and physique

CHOOSE 1 **COMBAT OPTION** PER SLOT

GAIN NEW SLOTS AT LEVEL 4, 7, & 10

☐ **Bulwark.** Spend a full action to protect an adjacent character by absorbing all attacks until their next turn. Each enemy saves against this effect.

☐ **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 someone else.

☐ **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 weapons.

☐ **Outplay.** 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.