

HELLO, MY NAME IS...

NAME

LEVEL

LANGUAGES

SPECIES & VOCATION

XP

MARK DOWN YOUR STATS. RE-ROLL HD EACH LEVEL

HIT POINTS

how much punishment your meat-suit can take

ARMOR CLASS

how hard you are to hit

SAVING THROW

how trained or lucky you are in bad situations

ATTACK VALUE

how well you can hurt others

INITIATIVE

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

+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

coordination, nimbleness, and quickness

KARISMA

divine favor, fortune, and luck

WISDOM

mental resilience and well-being

INTELLIGENCE

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

NOTE WHAT THE DEFT CAN DO

VOCATION

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.

ATTUNEMENTS

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.

EQUIPMENT RESTRICTIONS

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

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.

THE DEFT

rely on superior technique and skill

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

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.

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LANGUAGES

SPECIES & VOCATION

XP

MARK DOWN YOUR STATS. RE-ROLL HD EACH LEVEL

HIT POINTS

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

CURRENT

MAX

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

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

+1

+2

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NOTE WHAT THE STRONG 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

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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.

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SPECIES & VOCATION	XP	

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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>+2 magic & mind</i>	<div></div>		ATTACK VALUE <i>how well you can hurt others</i>	<div></div>
INITIATIVE <i>+1 init. DEX 13+ / +2 init. DEX 16+</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>coordination, nimbleness, and quickness</i>	<input type="text"/>	<input type="text"/>
KARISMA <i>divine favor, fortune, and luck</i>	<input type="text"/>	<input type="text"/>
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THE WISE

perform miracles through arcane negotiations

TIE MIRACLES TO SLOTS	
GAIN NEW SLOTS AT LEVEL 3, 5, 7, & 9	
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