



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

WEAPONS, ARMOR, & GEAR

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

EXTRA GEAR

11	
12	
13	
14	
15	
16	
17	
18	
19	
20	

LVL	XP	HD	AV	ST	SL	GR	RA
1	0	1+1	11	5	1	2	-
2	2000	2	11	6	1	2	1
3	4000	3	12	7	1	2	1
4	8000	4	13	8	2	3	2
5	16000	5	13	9	2	3	2
6	32000	6	14	10	2	3	3
7	64000	7	15	11	3	4	3
8	128000	8	15	12	3	4	4
9	256000	9	16	13	3	4	4
10	512000	10	17	14	4	5	5

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 hit points allows an additional attack against an adjacent enemy.

FREE ATTACKS

Can make a number of free attacks equal to level

THE STRONG

strong characters rely on combat skills and physique

SPECIAL COMBAT ACTIONS

☐ 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 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.

☐ 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.

☐ 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.

☐ 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.

☐ Forsake move and make a one-handed melee attack and a one-handed ranged attack in the same round with suitable weapons.

☐ 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.

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.

**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.

**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 damage*. On success, reduce dmg. by d6. On fail and/or dmg. takes you into negative HP, knocked out for 2 rounds.

WEAPONS, ARMOR, & GEAR		EXTRA GEAR		COMBAT OPTIONS	
1		11		<b>Charge.</b> 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		<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: <ul style="list-style-type: none"> <li>• <b>Push</b> the enemy 5 ft. away, and follow if you like.</li> <li>• <b>Feint</b> to make 2 attacks with combat adv. next round.</li> <li>• <b>Disarm</b> the enemy to drop their weapon 2d6 ft. away.</li> <li>• <b>Trip</b> the enemy so that they lose their move in the next round, giving you combat adv.</li> </ul>	
6		16		<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 enemy gets combat adv. against you in the next round.	
7		17		<b>Persist.</b> Once/combat, make a CON task roll or save against <i>incoming damage</i> . On success, reduce dmg. by d6. On fail and/or dmg. takes you into negative HP, knocked out for 2 rounds.	
8		18			
9		19			
10		20			