HELLO, MY NAME IS			THE DEFI rely on superior technique and skill
NAME SPECIES & VOCATION XP	LANGUAGES		ATTONE A TEACHER, ITEM, PET, 9R PLACE GAIN NEW SLOTS AT LEVEL 4, 7, & 10
MARK DOWN YOUR STATS. RE-RELL HD EACH LEVEL HIT POINTS how much punishment your meat-suit can take SAVING THROW how trained or lucky you are in bad situations INITIATIVE +1 init. DEX 13+ /+2 init. DEX 18+ TRENGTH physical power CONSTITUTION physical resilience and well-being DEXTERITY coordination. nimbleness, and quickness MKARISMA divine favor, fortune, and luck WISDOM mental resilience and well-being INITIALIGENCE +1 lang. INT 15+ /+ 2 lang. INT 16+	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.	Charge. Move 15 feet in a straight line and attack with combat advantage3 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.	
1 2 3 4 5 6 6 7 8 9 9 10 10 START. YOU CAN HOLD 10 REGULAR-SIZED OBJECTS + 5 IN A BACKPACK BEFORE SLOWING I	11 12 13 14 15 16 17 18 19 20	TAKE HALF A SLOT.	

HELLO, MY NAME IS			THE WISE perform miracles through arcane negotiations
NAME LEVEL	LANGUAGES		TIE MIRACLES T⊆ SL⊆TS GAIN NEW SLOTS AT LEVEL 3. 5. 7. & 9
			GAIN NEVY SLOTS AT LEVEL 3, 5, 7, & 7
SPECIES & VOCATION XP			
MARK DOWN YOUR STATS, RE-ROLL HD EACH LEVEL	NºTE WHAT THE WISE CAN D⁰	SPECIAL COMBAT MANUEVERS	\
HIT POINTS how much punishment your meat-suit can take ARMOR CLASS how hard you are to hit	MIRACLES Each slot has two miracles permenantly tied to it (except for the level 1 slot), with only one active at a	Charge. Move 15 feet in a straight line and attack with combat advantage3 AC until your next turn.	\rightarrow
SAVING THROW ATTACK VALUE	time. Switching which one is active takes a day of preparation.	Defense. Take -2 AV or -2 dmg., or -1 AV <i>and</i> -1 dmg., to get +2 AC	Req. 13+ WIS
+2 magick & mind how well you can hurt others INITIATIVE	Miracles are given descriptive or evocative wording. The wording, vocation, and desired effect	Offense. Take -2 AC and get +1 AV and +1 dmg. Lasts until your next turn.	Pag. 16 , W/S
+1 init. DEX 13+ / +2 init. DEX 16+ +1	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	Grapple. Make unarmed attack, but forsake dmg. to hold enemy. The enemy must win a contest against your STR to break free.	Req. 16+ WIS
ROLL 306 FOR EACH TRAIT AND PLACE IT IN THE CIRCLE. MARK GROUPS NEXT TO THEM.	drawbacks and ingredients, or increased if the effect is further from the wording, the vocation, and what can be acheived without magick.	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.	
STRENGTH physical power	If your level exceeds the HP cost, can slot scrolls with a successful trained Intelligence roll, and can	Press. Take penalty to your AV when using a special combat option, give your enemy the same penalty. If	
CONSTITUTION physical resilience and well-	reproduce its static effect once per day at zero HP cost.	you fail or if the save succeeds, the enemy gets combat adv. against you in the next round.	
DEXTERITY coordination, nimbleness, and quickness	Recover from HP loss at twice the normal rate, but cannot receive healing from other means. MAGICK ITEM	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 dmg. takes you into negative HP, knocked out for 2 rounds.	
KARISMA divine favor, fortune, and luck	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	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.	
WISDQM mental resilience and well- being	broken. EQUIPMENT RESTRICTION	 Feint to make 2 attacks with combat adv. next round. Disarm the enemy to drop their weapon 2d6 ft. 	
INTELLIGENCE +1 lang. INT 13+ / +2 lang. INT 16+	Shields or armor heavier than leather incurs +2 HP to costs before doubling. Two-handed weapons receive -2 AV unless slotted.	away. Trip the enemy so that they lose their move in the next round, giving you combat adv.	
RQLL 3D6*10 GQLD TQ START. YQU CAN HQLD 10 REGULAR-SIZED QBJECTS + 5 IN A BACKPACK BEFQRE SLQWING I	DOWN. HEATY OBJECTS TAKE TWO SLOTS: MINOR OBJECTS	TAKE HALF A SLQT.	
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HELLO, MY NAME IS			THE STRONG rely on combat skills and physique
NAME LEVEL	LANGUAGES		CH99SE 1 C9MBAT 9PTI9N PER SL9T GAIN NEW SLOTS AT LEVEL 4, 7, & 10
SPECIES & VOCATION XP MARK DOWN YOUR STATS, RE-ROLL HD EACH LEVEL	NOTE WHAT THE STRONG CAN DO	SPECIAL COMBAT MANUEVERS	 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
HIT POINTS	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	Charge. Move 15 feet in a straight line and attack with combat advantage3 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.	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.
2 3 4 5 6 7 8	2 WN. HEATY 2BJECTS TAKE TW2 SL2TS; MIN2R 2BJECTS 11 12 13 14 15 16 17 18 19 20	TAKE HALF A SLOT.	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.