

## Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

## Notes

**Dice Chain:** d3 → d4 → d5 → d6 → d7 → d8 → d10 → d12 → d14 → d16 → d20 → d24<sup>1</sup> → d30<sup>2</sup>  
<sup>1</sup>: 1d12 + (1d2-1 \* 12), <sup>2</sup>: 1d10 + (1d3-1 \* 10)

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

	Penalty
+1	
+2	
+3	
+4	
+5	
+6	
+7	
+8	
+9	
+10	

<p><b>Weapon training:</b> A cleric is trained to use weapons used by faithful followers of their god. Clerics may use armor and spell checks are not hindered by its use.</p> <p><b>Magic:</b> Clerics can call upon the favor of their god to cast spells. A cleric's spell check is usually 1d20 - personality modifier + level. The cleric aims to roll above the disapproval range, and failing to cast a spell or committing sin will increase this range.</p>			
<p><b>Disapproval Range: 1 +</b> <span style="border: 1px solid black; display: inline-block; width: 100px; height: 30px; vertical-align: middle;"></span></p>			
<p><i># Failures</i></p> <p><b>Turn unholy:</b> A cleric can utilize a spell check to enter creatures deemed unholy by the cleric's god. This check is also modified by the cleric's Luck stat.</p> <p><b>Pay on hands:</b> By making a spell check, a cleric can heal damage to any living creature. The amount healed is measured in hit-die of the creature and is increased for creatures of the same alignment as the cleric. The number of dice healed cannot exceed the level (or HD) of the creature. Healing a creature of the opposed alignment is always considered sinful.</p>			
check	same	adjacent	opposed
1-11	Failure	Failure	Failure
12-13	2 dice	1 die	1 die
14-19	3 dice	2 dice	1 die
20-21	4 dice	3 dice	2 dice
22+	5 dice	4 dice	3 dice

[illegible]

## Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

## Notes

**Dice Chain:**  $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$   
<sup>1</sup>:  $1d12 + (1d2-1 * 12)$ , <sup>2</sup>:  $1d10 + (1d3-1 * 10)$

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

*Druid*

**Weapon training:** Druids can use any weapon or armor they choose, however using weapons or armor made of metal causes them to use their *call of the animal*, *woodland stride*, and *animal shape* abilities for 24 hours.

**Call of the animal:** Druids can channel the savagery of nature into their being. Making a person-ality roll, a druid can call an animal spirit into their body for relevant bonuses.

failure and lost for 1d4 days	1
lost, failure	2-11
failure but not lost	12-13
successful for (PER+level)/2 rounds	14-15
successful for (PER+level) rounds	16-17
successful for (PER+level)x2 rounds	18+
<hr/>	
Mountain Lion	↓ <i>AGI</i> , +2 <i>AGI</i>
Grizzly Bear	1d8+STR melee attacks
Fox	+2 to AC, REF
Wolf	↓ <i>PER</i> , +2 <i>PER</i>
Coyote	tracking and intrusion
Hawk	+2 to any ranged attacks
Snake	backstab skill as per thief class
Mouse	sneak and hide as per thief class

**Natural lore:** Druids can identify flora and fauna with ease, and if water is clean and safe to drink. With an INT check, they can tell the weather for the next 12 hours.

**Natural weapons:** Given materials, druids can construct weapons from stone, wood, and bone.

**Woodland stride:** Druids can move through natural obstructions such as brambles or thick branches as if they were water. A druid will take no damage from such obstacles, and does not leave tracks.

**Animal shape:** Druids can cast the animal shape spell using 1d20+level+PER. They cannot spellburn, but can suffer from corruption and misfire.

*sllyS*

[illegible]

---

*Penalty*

## *Possessions*

[illegible]
$$d\vartheta \qquad \qquad \qquad db \qquad \qquad \qquad ds \qquad \qquad \qquad d\varpi$$

## Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

## Notes

**Dice Chain:**  $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$   
<sup>1</sup>:  $1d12 + (1d2-1 * 12)$ , <sup>2</sup>:  $1d10 + (1d3-1 * 10)$

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

$$Dwarf$$

**Luck:** A dwarf's Luck modifier applies to attack rolls with one specific kind of weapon, chosen at first level.

**Weapon training:** A dwarf is trained in the use of the battleaxe, club, dagger, handaxe, longsword, mace, shortsword, warhammer, crossbow, javelin, shortbow, and sling. Dwarves wear whatever armor they can afford.

of an attack modifier. The dwarf rolls this die on each attack and applies it to both their chance to hit and their damage.

**Mighty deed of arms:** Prior to any attack roll, a dwarf can declare a Mighty “Deed of Arms.” This

deed is a dramatic combat maneuver within the

scope of the current combat. Such maneuvers may

include:

- blind
- disarming
- pushbacks
- trips and throws
- precision shots
- rallying allies
- defensive maneuvers

The deed does not increase damage. The dwarf's

**Sword and board:** Dwarves excel at fighting with less, or the overall attack falls, the deed fails as well. better result (see page 88). If the deed die is a 2 or deed succeeds. A higher roll on the deed die gives a deed die is a 3 or higher, and the attack lands, the deed die (above) determines the deeds success. If the

**Infravision:** a dwarf can see in the dark up to 60'.  
a shield. When using a shield, a dwarf always gains a shield bash as a second attack (d14, 1d3 damage).

**Underground skills:** When underground, dwarves receive a bonus equal to their level in attempts to

dworf can smell gold and gems.

*sllyS*

[illegible]

---

*Penalty*

## *Possessions*

[illegible]
$$\begin{array}{cccc} d\partial & d\delta & d\varsigma & d\omega \end{array}$$

## Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

### Attack

Attack Bonus

Action Dice

Initiative

### HP

Current

Maximum

Hit die

### Saves

Fortitude

Reflex

Willpower

### Crits

Crit die

Crit table/pg

Fumble die

## Grimorie

**Dice Chain:**  $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$   
<sup>1</sup>:  $1d12 + (1d2-1 * 12)$ , <sup>2</sup>:  $1d10 + (1d3-1 * 10)$

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

$f_{1E}$ 

**Luck:** At 1st level, an elf may choose to apply their luck modifier to one spell of their choosing. This luck modifier does not change as the elf's luck score

**Weapon training:** An elf is trained to use the dagger, javelin, lance, longbow, longsword, short-bow, shortsword, staff, spear and two-handed sword. Elves often wear armor, although it does affect their spellcasting.

**Magic:** Elves cast spells by making a spell check. A elf's spell check is usually 1d20 + intelligence modifier + level. Elves automatically receive the spells *invoke patron* and *patron bond*.

**Corruption:** Magical corruption results from natural Is on spell checks, such as misfire and/or corruption. Corruption effects are permanent but modified by the wizard's luck score.

**Invasion:** An elf can see in the dark up to 60'.  
**Immunities:** Elves are immune to magical sleep and paralysis.

**Vulnerabilities:** Elves are extremely sensitive to the touch of iron and iron alloys. Direct contact over prolonged periods causes burning and exposure at a distance makes them uncomfortable. An elf may not wear iron armor or use iron weapons for extended periods. Prolonged contact causes lthp of damage per day of direct contact.

**Hightened Senses:** All elf characters receive a +4 bonus to detecting secret doors. When passing within 10 feet of a secret door, elves are entitled to a check to detect it.

**Corruption effects**

## Corruption effects

--	--

*sllyS*

10 + 9 + 8 + 7 + 6 + 5 + 4 + 3 + 2 + 1

[illegible]

---

*Penalty*

10

## *Possessions*

Item

#

[illegible]

---

11

---

 $ds$ 

\_\_\_\_\_

---

*d6*

--	--

$$\underline{d\mathfrak{a}}$$



## Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

## Notes

**Dice Chain:**  $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$   
<sup>1</sup>:  $1d12 + (1d2-1 * 12)$ , <sup>2</sup>:  $1d10 + (1d3-1 * 10)$

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

*bu?nf?H*

**Luck:** Having a halfling accompanying an adventuring party is considered lucky. One halfling in the party (chosen at random daily) receives the following abilities for being “lucky:”

- The lucky halfling doubles the bonus of burning luck. For every 1 point of luck expended, the halfling gains +2 to their roll.
- The lucky halfling's luck is restored nightly at a rate equal to their level.
- The lucky halfling can donate their luck to apply a bonus to an ally's roll out of turn.

apply a bonus to an ally's roll out of turn.

**Weapon training:** Halflings prefer to battle with

a weapon in each hand. A halfling is trained in the use of the club, crossbow, dagger, handaxe, javelin, shortbow, shortsword, sling, and staff. Halflings usually wear armor.

Two weapon fighting:

- A halfling is always considered to have a minimum agility of 16 when fighting with two weapons. In other words, a halfling uses 1d16/1d16 for their two-weapon attacks unless their agility would cause a better roll.
- A halfling can fight with two equal-sized one handed weapons.
- Halflings can inflict critical hits as normal with either attack.
- When fighting with two weapons, halflings fumble only with both dice roll 1.

**Intravision:** A halfling can see in the dark up to

30.

**Small Size:** Hallings are 2-4 feet tall and less than 70lbs. This small size means they can squeeze into small spaces easily, but they move at 2/3 the rate of the taller races

the taller races

**Stealth:** Halfings receive a bonus to sneak and hide according to their level (see page 62).

*sllyS*

[illegible]

---

*Penalty*

10

## *Possessions*

[illegible] $d\omega$  $ds$ *d6* $d\mathfrak{a}$

## Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

## Notes

**Dice Chain:**  $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$   
<sup>1</sup>:  $1d12 + (1d2-1 * 12)$ , <sup>2</sup>:  $1d10 + (1d3-1 * 10)$

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

*sl?S*

[illegible]

---

*Penalty*

### Skills: Thieves receive bonuses to various skills ac-

cording to their alignment. See table 1-9.

**Thieves Cant:** Thieves speak a secret language

called the cant, which can be used to communicate

with other thieves covertly through double-entrance.

**Luck:** For each point of Luck expended, the thief

rolls \_\_\_\_\_ and applies that modifier to their roll.

die

and a few other people, and I was very much surprised to find that they were all very much interested in the subject of the day.

[illegible]

WEAPONS: A LITTLE IS A LOT: A

BLACKJACK, BLOWGUN, CROSSBOW, DAGGER, DART, GATLING,

ajp sAaWU I :UWAS DUW 'gUWIS 'DUWMS WUWIS 'DUWMSgUWU

AND ALL STORIES IN THE 'JOURNAL OF ADULTS' HAVE IN THEM

OF THEIR SKILLS.

**SHAK:** A thief's shak check is never opposed. The

that DCs are noted as follows:

- cushioned surfaces (grass): DC 5

- stone surfaces: DC 10.

- moderately noisy surfaces (creek boards):

10-10-1964

- extremely noisy surfaces (water, leaves):

PC 20.

\_\_\_\_\_

**Hide:** A thief's hide check is never opposed. The

hard DCs are noted as follows:

2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016 2017 2018 2019 2020 2021 2022 2023 2024 2025 2026 2027 2028 2029 2030 2031 2032 2033 2034 2035 2036 2037 2038 2039 2040 2041 2042 2043 2044 2045 2046 2047 2048 2049 2050 2051 2052 2053 2054 2055 2056 2057 2058 2059 2060 2061 2062 2063 2064 2065 2066 2067 2068 2069 2070 2071 2072 2073 2074 2075 2076 2077 2078 2079 2080 2081 2082 2083 2084 2085 2086 2087 2088 2089 2090 2091 2092 2093 2094 2095 2096 2097 2098 2099 2100 2101 2102 2103 2104 2105 2106 2107 2108 2109 2110 2111 2112 2113 2114 2115 2116 2117 2118 2119 2120 2121 2122 2123 2124 2125 2126 2127 2128 2129 2130 2131 2132 2133 2134 2135 2136 2137 2138 2139 2140 2141 2142 2143 2144 2145 2146 2147 2148 2149 2150 2151 2152 2153 2154 2155 2156 2157 2158 2159 2160 2161 2162 2163 2164 2165 2166 2167 2168 2169 2170 2171 2172 2173 2174 2175 2176 2177 2178 2179 2180 2181 2182 2183 2184 2185 2186 2187 2188 2189 2190 2191 2192 2193 2194 2195 2196 2197 2198 2199 2200 2201 2202 2203 2204 2205 2206 2207 2208 2209 2210 2211 2212 2213 2214 2215 2216 2217 2218 2219 2220 2221 2222 2223 2224 2225 2226 2227 2228 2229 2230 2231 2232 2233 2234 2235 2236 2237 2238 2239 2240 2241 2242 2243 2244 2245 2246 2247 2248 2249 2250 2251 2252 2253 2254 2255 2256 2257 2258 2259 2260 2261 2262 2263 2264 2265 2266 2267 2268 2269 2270 2271 2272 2273 2274 2275 2276 2277 2278 2279 2280 2281 2282 2283 2284 2285 2286 2287 2288 2289 2290 2291 2292 2293 2294 2295 2296 2297 2298 2299 2300 2301 2302 2303 2304 2305 2306 2307 2308 2309 2310 2311 2312 2313 2314 2315 2316 2317 2318 2319 2320 2321 2322 2323 2324 2325 2326 2327 2328 2329 2330 2331 2332 2333 2334 2335 2336 2337 2338 2339 2340 2341 2342 2343 2344 2345 2346 2347 2348 2349 2350 2351 2352 2353 2354 2355 2356 2357 2358 2359 2360 2361 2362 2363 2364 2365 2366 2367 2368 2369 2370 2371 2372 2373 2374 2375 2376 2377 2378 2379 2380 2381 2382 2383 2384 2385 2386 2387 2388 2389 2390 2391 2392 2393 2394 2395 2396 2397 2398 2399 2400 2401 2402 2403 2404 2405 2406 2407 2408 2409 2410 2411 2412 2413 2414 2415 2416 2417 2418 2419 2420 2421 2422 2423 2424 2425 2426 2427 2428 2429 2430 2431 2432 2433 2434 2435 2436 2437 2438 2439 2440 2441 2442 2443 2444 2445 2446 2447 2448 2449 2450 2451 2452 2453 2454 2455 2456 2457 2458 2459 2460 2461 2462 2463 2464 2465 2466 2467 2468 2469 2470 2471 2472 2473 2474 2475 2476 2477 2478 2479 2480 2481 2482 2483 2484 2485 2486 2487 2488 2489 2490 2491 2492 2493 2494 2495 2496 2497 2498 2499 2500 2501 2502 2503 2504 2505 2506 2507 2508 2509 2510 2511 2512 2513 2514 2515 2516 2517 2518 2519 2520 2521 2522 2523 2524 2525 2526 2527 2528 2529 2530 2531 2532 2533 2534 2535 2536 2537 2538 2539 2540 2541 2542 2543 2544 2545 2546 2547 2548 2549 2550 2551 2552 2553 2554 2555 2556 2557 2558 2559 2560 2561 2562 2563 2564 2565 2566 2567 2568 2569 2570 2571 2572 2573 2574 2575 2576 2577 2578 2579 2580 2581 2582 2583 2584 2585 2586 2587 2588 2589 2590 2591 2592 2593 2594 2595 2596 2597 2598 2599 2600 2601 2602 2603 2604 2605 2606 2607 2608 2609 2610 2611 2612 2613 2614 2615 2616 2617 2618 2619 2620 2621 2622 2623 2624 2625 2626 2627 2628 2629 2630 2631 2632 2633 2634 2635 2636 2637 2638 2639 2640 2641 2642 2643 2644 2645 2646 2647 2648 2649 2650 2651 2652 2653 2654 2655 2656 2657 2658 2659 2660 2661 2662 2663 2664 2665 2666 2667 2668 2669 2670 2671 2672 2673 2674 2675 2676 2677 2678 2679 2680 2681 2682 2683 2684 2685 2686 2687 2688 2689 2690 2691 2692 2693 2694 2695 2696 2697 2698 2699 2700 2701 2702 2703 2704 2705 2706 2707 2708 2709 2710 2711 2712 2713 2714 2715 2716 2717 2718 2719 2720 2721 2722 2723 2724 2725 2726 2727 2728 2729 2730 2731 2732 2733 2734 2735 2736 2737 2738 2739 2740 2741 2742 2743 2744 2745 2746 2747 2748 2749 2750 2751 2752 2753 2754 2755 2756 2757 2758 2759 2760 2761 2762 2763 2764 2765 2766 2767 2768 2769 2770 2771 2772 2773 2774 2775 2776 2777 2778 2779 2780 2781 2782 2783 2784 2785 2786 2787 2788 2789 2790 2791 2792 2793 2794 2795 2796 2797 2798 2799 2800 2801 2802 2803 2804 2805 2806 2807 2808 2809 2810 2811 2812 2813 2814 2815 2816 2817 2818 2819 2820 2821 2822

- at night or in dim lighting: DC 3.

- under a full moon: DC 10.

• in daylight but in a dark shadow or behind an

object:  $\overline{BC}$  is.

- in broad daylight with minimal obstruction:

DC 20.

**Backstab:** When attacking a target from behind

When the target is otherwise unaware, the thief

making the check with a bank according to their

none of 8 samples shows a high degree of symmetry

на томъ, что въ немъ не имѣется ни одного признака

able as per their level. Backstab attempts can only

be made against creatures with clear anatomical vi-

$$f\partial\gamma\mathcal{I}$$

## *Possessions*

[illegible]
$$\begin{array}{cccc} d\partial & d\delta & ds & d\omega \\ \hline \end{array}$$

## Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

## Notes

**Dice Chain:**  $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$   
<sup>1</sup>:  $1d12 + (1d2-1 * 12)$ , <sup>2</sup>:  $1d10 + (1d3-1 * 10)$

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

*slits*

1+ 2+ 3+ 4+ 5+ 6+ 7+ 8+ 9+ 10+

1

$$10^7 \text{ M}$$

**Luck:** A warriors Luck modifier applies to attack rolls with one specific kind of weapon, chosen at first level:

---

**Weapon training:** A warrior is trained in the use of the battleaxe, club, crossbow, dagger, hand-daxe, javelin, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Warriors wear whatever armor they can afford.

**Attack modifier:** Warriors use a “deed die” instead of an attack modifier. The warrior rolls this die on each attack and applies it to both their chance to hit and their damage.

Mighty deed of arms: Prior to any attack roll, a warrior can declare a Mighty “Deed of Arms.”

This deed is a dramatic combat maneuver within the scope of the current combat. Such maneuvers may

include:

- blind
- disarming
- pushbacks
- trips and throws
- precision shots
- rallying allies
- defensive maneuvers

The deed does not increase damage. The warriors  
deed die (above) determines the deeds success. If the  
deed die is a 3 or higher, and the attack lands, the  
deed succeeds. A higher roll on the deed die gives a  
better result (see page 88). If the deed die is a 2 or  
less, or the overall attack fails, the deed fails as well.  
**Initiative:** A warrior adds their class level to their

initiative rolls.

Crit Range: A

Warrior's Critique

changes by level:

1-4	6-10
19-20	17-20
18-20	
17-20	

## *Possessions*

Item

#

$d\partial$	$d\delta$	$ds$	$d\mathfrak{c}$

## Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

## Spells

**Dice Chain:** d3 → d4 → d5 → d6 → d7 → d8 → d10 → d12 → d14 → d16 → d20 → d24<sup>1</sup> → d30<sup>2</sup>  
<sup>1</sup>: 1d12 + (1d2-1 \* 12), <sup>2</sup>: 1d10 + (1d3-1 \* 10)

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

*ych?M*


**Weapon training:** Witches are trained in the use of the dagger, javelin, lance, longbow, sword, shortbow, shortsword, staff, spear, and two-handed sword. Witches often wear armor, even though it affects their spellcasting.

**Magic:** Witches cast spells by making a spell check. A witch's spell check is usually 1d20 + intelligence modifier + level.

**Channeled magic:** Witches can channel magic into physical augmentations. Channeled spells are drawn from the mutation lists from MGC, and do not require verbal or material components nor have mercurial effects. Witches can gain a number of passive channeled spells equal to their max spell level.

**Spellburn:** Witches may sacrifice ability scores for bonuses to spell checks. For every ability point they expend, the witch adds +1 to their spell check. Ability scores lost in this way return at a rate of 1 per day that spellburn has not been inflicted. Other sacrifices can also net casting bonuses, at a rate of +1 per 500gp.

Corruption effects



## *Possessions*

	$d\varrho$	$d\delta$	$ds$	$d\omega$
#			Item	

*sllyS*

	Penalty	
+1		
+2		
+3		
+4		
+5		
+6		
+7		
+8		
+9		
+10		



## Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

## Grimorie

**Dice Chain:**  $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$   
<sup>1</sup>:  $1d12 + (1d2-1 * 12)$ , <sup>2</sup>:  $1d10 + (1d3-1 * 10)$

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

## Corruption effects

languages for every point of Int modifier.

**Weapon training:** A wizard is trained in the use of the dagger, longbow, longsword, shortbow, sword, and staff. Wizards rarely wear armor, as it hinders spellcasting.

**Magic:** Wizards cast spells by making a spell check. A wizard's spell check is usually 1d20 + intelligence modifier + level.

**Spellburn:** Wizards may sacrifice ability scores for bonuses to spell checks. For every ability point they expend, the wizard adds +1 to their spell check. Ability scores lost in this way return at a rate of 1 per day that spellburn has not been inflicted. Other sacrifices can also net casting bonuses, at a rate of +1 per 50gp.

**Corruption:** Low-level wizards are powerful. High-level wizards fear for their souls. Natural 1s on spell checks can result in misfire and/or corruption. Corruption effects are permanent but modified by the wizard's luck score.

**Spellburn:** Wizards may sacrifice ability scores for bonuses to spell checks. For every ability point they expend, the wizard adds +1 to their spell check. Ability scores lost in this way return at a rate of 1 per day that spellburn has not been inflicted. Other sacrifices can also net casting bonuses, at a rate of +1 per 500gp.

**Corruption:** Low-level wizards are powerful. High-level wizards fear for their souls. Natural 1s on spell checks can result in misfire and/or corruption. Corruption effects are permanent but modified by the wizard's luck score.

wizard's luck score.

## Corruption effects

## *Possessions*

Item

#

[illegible]

$d\partial$	$d\delta$	$ds$	$d\mathcal{O}$

*slits*

01+ 6+ 8+ 7+ 9+ 5+ 4+ 3+ 2+ 1+

[illegible]

Penalty