

THE HAND — HUMAN ASSASSIN

Age: 30

Height: 5 ft. 8 in.

Weight: 160 lbs.

Distinguishing Characteristics

Jet-black hair; pointed goatee; thin scars everywhere; sinister smile

Background

The Hand is a frightening figure of local legend. He began his career as a small-time cutthroat serving a cult led by an ancient knight referred to as “Master.” He tried to leave when he became aware of the cult’s dark aspirations, but his former allies captured him and turned him over to the cult’s pain-mongers. For six long months he suffered their agonies, until he overpowered and killed half a dozen guards with a nail and escaped into the night with Master’s ceremonial pain-knife.

The pain-mongers’ ministrations drained the Hand of nearly all warmth or pleasure, leaving a white-hot core of vengeful rage. He despises worshipers of dark powers, those who “creep and skitter in the darkness like roaches... I will turn their love of the dark to fear.” The Hand is always on the move, bringing swift, vigilante justice to those who would corrupt what little good remains in the world. He travels also to avoid the cult of the Master, which hunts him still.

The Hand feels some connection with his companions, particularly Ezraime the saurian, but the blue flame of revenge will always burn hottest and brightest in his heart.





ACTION DICE

3 d4
STARTING DICE DIE TYPE



The Hand

CHARACTER NAME

Assassin 3

FIRST CLASS/LEVEL

PLAYER NAME

Male30

GENDERAGE

Ruthless

SPECIES/TALENT

SECOND CLASS/LEVEL

CURRENT XP

5' 8"

HEIGHT

160 lbs.

WEIGHT

Pale blue

EYES

Jet black

HAIR

Guardian

SPECIALTY

THIRD CLASS/LEVEL

NEXT LEVEL

PHYSICAL ATTRIBUTES

ATTRIBUTE NAME SCORE MODIFIER

STR12+1

STRENGTH

DEX16+3

DEXTERITY

CON11+0

CONSTITUTION

IMPAIRED SCORE IMPAIRED MODIFIER

MENTAL ATTRIBUTES

ATTRIBUTE NAME SCORE MODIFIER

INT12+1

INTELLIGENCE

WIS12+1

WISDOM

CHA14+2

CHARISMA

IMPAIRED SCORE IMPAIRED MODIFIER

SKILLS

MAX RANKS6

ORIGIN SKILL SKILL NAME SUGGESTED ATTRIBUTES SKILL BONUS RANKS ATTRIBUTE MOD. MISC. MOD. THREAT RANGE

ACROBATICSDEX+9=6+3+

ATHLETICSSTR=+ +

BLENDCHA+6=4+2+

BLUFFCHA+5=3+2+

CRAFTING *INT=+ +

DISGUISECHA+3=1+2+

HAGGLEWIS=+ +

IMPRESSCHA=+ +

INTIMIDATEWIS+7=6+1+

INVESTIGATEWIS+6=5+1+

MEDICINEINT=+ +

NOTICEWIS+7=6+1+

PRESTIDIGITATIONDEX+7=4+3+

RESOLVECON+2=2+0+

RIDE *DEX=+ +

SEARCHINT=+ +

SENSE MOTIVEWIS+4=3+1+

SNEAKDEX=+ +

SURVIVALWIS=+ +

TACTICSINT+3=2+1+

FOCUSES

INTERESTS

TOTAL STUDIES3

CRAFTING

RIDE

Language: Common

Language: Elvish

Study: The Realm

Study: Anatomy

Study: Weaponry

SUBPLOTS

COMPLETED

COMPLETED

COMPLETED

COIN

LIFESTYLE

TOTAL LIFESTYLE4

COIN IN HAND2s

PANACHE2

PRUDENCE2

APPEARANCE BONUS+1

MONEY SAVED/EARNED25%

INCOME20s

STAKE

NON-COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS

NAME NOTES

Cold ReadAsk 3 questions about an NPC (once per scene)

Hand of DeathAlways succeed with Blend and Resolve checks with DCs up to 23, and opposed checks with these skills (results up to 23)

NAME NOTES

Practiced NoticeIf check + action die result fails, retain action die

Quick on Your FeetMake Disguise checks without kit

Mask or Ambush as free action (once per session)



DEFENSE

15

= 10 +

2

+

3

+

+

-

TOTAL

CLASS BONUS

DEX MOD.

SIZE MOD.

MISC. MOD.

ARMOR MOD.

VITALITY

30

TOTAL

CURRENT

WOUNDS

11

TOTAL

CURRENT

CRITICAL INJURIES

SUBDUAL

CURRENT

□□□□

FATIGUED

STRESS

CURRENT

□□□□

SHAKEN

CONDITIONS

SIZE		
SIZE	FOOTPRINT	REACH
Medium	1x1	1

GROUND SPEED	OTHER SPEED	TRAVEL SPEED
BASE	BASE	MPH
30 ft.		3

PROFICIENCIES

PROFICIENT	FORTE		PROFICIENT	FORTE	
<input type="checkbox"/>	<input type="checkbox"/>	UNARMED	<input checked="" type="checkbox"/>	<input type="checkbox"/>	BOWS
<input checked="" type="checkbox"/>	<input type="checkbox"/>	BLUNT	<input type="checkbox"/>	<input type="checkbox"/>	BLACK POWDER
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	EDGED	<input type="checkbox"/>	<input type="checkbox"/>	SIEGE WEAPONS
<input checked="" type="checkbox"/>	<input type="checkbox"/>	HURLED			

INITIATIVE

+7

=

4

+

3

+

TOTAL

CLASS BONUS

DEX MOD.

MISC. MOD.

BASE ATTACKS					SAVING THROWS				
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+3	= 2	+ 1	+	FORTITUDE	+2	= 2	+ 0	+
MELEE	+3	= 2	+ 1	+	REFLEX	+5	= 2	+ 3	+
RANGED	+5	= 2	+ 3	+	WILL	+3	= 2	+ 1	+

WEAPON 1

Saber

+6

1d10+1

19

S/1

3

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

cavalry, finesse

QUALITIES/UPGRADES

WEAPON 2

Short sword

+4

1d8+1

19

T/1

2

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

keen 4

QUALITIES/UPGRADES

WEAPON 3

Throwing knives

+5

1d4+1

19

D/1

5

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

finesse, poisonous

QUALITIES/UPGRADES

WEAPON 4

"Retribution"

+3

1d6+1

19

T/1

2

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

finesse, keen 4, magic (see Prizes)

QUALITIES/UPGRADES

<div>ARMOR</div>					
<div>Partial chainmail</div>	2	0	0	0	18
TYPE	DR	DP	ACP	SPEED	WGT
-4	Edged 2	fitted, lightweight			
DISGUISE	RESISTANCES	UPGRADES			

COMBAT ACTIONS

ACTION	BONUS/MOVE	TIME	EFFECT
<i>Attack Actions</i>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+1	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+7	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple *	+1	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel	+3	full	Unarmed attack: hit = triple subdual damage
Taunt	+4	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+7	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+2	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+7	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

<i>Initiative Actions</i>			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate	+4	half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod. (+1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract	+5	half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds

<i>Movement Actions</i>			
Standard Move	30 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	120 ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	30 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

* The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

COMBAT ABILITIES: CLASS ABILITIES, FEATS, TRICKS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES
<i>Always Ready</i>	Always act during surprise rounds	<i>Heartseeker</i>	+3 BAB and AP 2 vs. special characters
<i>Angry Hornet</i>	-2 to attacks & skills to make 2 hurled or bow attacks	<i>Knife Basics</i>	Knives always armed; (stance) 1h melee attacks inflict
<i>Cheap Shot</i>	Choose 1 opponent attribute or opponent Speed and		2 dice of sneak attack damage + no move actions
	attack with a -4 penalty. With a hit, opponent suffers	<i>Menacing Threat</i>	Threaten 1-3 opponents at once with one roll
	-1 with attribute or -10 Speed until the end of the scene.	<i>Step In</i>	Suffer adjacent character's damage (once per combat)
<i>Elusive</i>	Take attack & skill penalty for equal Defense bonus	<i>Tenacious Spirit</i>	+2 vitality per level (already factored in)



CARRYING CAPACITY

LIGHT LOAD Up to 70 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 71-210

OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 211+

LIFT (2 × HEAVY LOAD, NO MOVEMENT) 420

PUSH/DRAW (2 × HEAVY LOAD, 1/4 SPEED) 420



REPUTATION AND RENOWN

LEGEND _____ REPUTATION _____ RENOWN _____

HEROIC RENOWN _____ TITLE _____

MILITARY RENOWN _____ TITLE _____

NOBLE RENOWN _____ TITLE _____

GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
<i>Backpack</i>	+2 Str for carrying	S/-	Soft 2	3	<i>Pouch</i>	Holds 50 coins	D/-	Soft 1	-
<i>50 ft. silk rope</i>	Supports 750 lbs.	S/2	Soft 2	5	<i>Tinderbox</i>	Start fire in 1 round	D/2	Hard 1	0.5
<i>Grappling hook</i>	+2 Climb with rope	T/1	Hard 2	4					
<i>Rations (7)</i>	Feeds 1 for 1 day each	T/2	Hard 1	5					
<i>Waterskin</i>	Holds 2 quarts	T/1	Soft 1	5.5					
<i>Sack, small</i>	Holds 10 lbs.	T/1	Soft 1	0.25					
<i>Spyglass</i>	x2 vision increment	T/1	Hard 2	3					
					<i>Total Encumbrance</i>				56.25

MOUNT

NAME _____ SIZE (FOOTPRINT)/REACH _____ (_____) / _____ SPEED _____ TRAVEL _____

ATTRIBUTES _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____

SKILLS _____

QUALITIES _____

ATTACKS _____

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____

QUALITIES _____

CONTACT 1

CONTACT 2

NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____ NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____

ATTRIBUTES _____ REP COST _____ ATTRIBUTES _____ REP COST _____

INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____

SKILLS _____ SKILLS _____

QUALITIES _____ QUALITIES _____

ATTACKS _____ ATTACKS _____

GEAR _____ GEAR _____

HOLDING 1

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____ NAME _____ SCALE _____ GUESTS _____ / MAX _____

UPGRADES _____ UPGRADES _____

_____ REP. COST _____ _____ REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST
<i>"Retribution" (long knife)</i>	3	Damage Aura, Greater (1d10 divine)	None	5
		Each time an adjacent opponent hits you with		
		an unarmed or melee attack the item inflicts		
		1d10 divine damage		



GEAR AND PRIZES



THE HAND: RULES REFERENCE

ACTION DICE

In addition to any options provided by abilities and other character options, you may spend action dice in the following ways.

- **Boost a Die Roll:** You may spend 1 action die to boost an attack check, skill check, Knowledge check, or saving throw you make. You may also spend 1 action die to boost a lethal, stress, or subdual damage result. The choice to boost may be made *after* the dice are rolled, so long as the outcome has not yet been described. When boosting, an action die “explodes” when it rolls the highest natural number possible (e.g. a 6 on a d6). You roll the action die again, adding the new result to the previous one. An action die may explode multiple times, resulting in an extremely high boost. An action die may only boost a check or result when dice are rolled. Thus, you may *not* boost a skill check when you take 10 or 20.
- **Boost Your Defense:** At the start of any combat round, you may spend 1 action die to boost your Defense by 2 for a number of rounds equal to the die’s result. This action die may explode as described above. You may only benefit from 1 action die boost to Defense at any time and the result of a new die spent to boost Defense replaces the old one, even if it’s lower.
- **Activate a Threat:** When you score a threat with an attack or skill check, you may spend 1 or more action dice to activate it as a critical hit or success (*see Fantasy Craft, pages 207 and 65, respectively*). The choice to activate must be made before additional (e.g. damage) dice are rolled and/or the outcome is described.
- **Activate an Opponent’s Error:** When an opponent within your line of sight suffers an error with an attack or skill check, you may spend 1 or more action dice to activate it as a critical miss or failure (*see Fantasy Craft, pages 208 and 65*). The choice to activate must be made before additional dice are rolled and/or the outcome is described.
- **Heal Yourself:** Outside combat, you may spend and roll any number of action dice to regain vitality or wounds. For each action die spent, you regain an amount of vitality equal to the action die’s result, and 2 wounds. During combat, you must take a Refresh action before you can spend an action die to regain vitality or wounds (*see the Refresh action, Fantasy Craft, page 220*). You may not spend action dice to heal while unconscious.

ORIGIN, CLASS, & FEATS

Always Ready: You may always act during surprise rounds.

Angry Hornet: Your arrows fly with lethal fleetness. At the start of your Initiative Count when you’re armed with a bow or thrown weapon you may accept a –2 penalty with your attack and skill checks until the start of your next Initiative Count. Once during your current Initiative Count you may take a half action to make 2 Standard Attacks with that weapon. You may not use this ability with weapons that have the *load* quality.

Cold Read: You easily pick up people’s social cues and details about their private lives. Once per session as a free action, you may ask the GM up to 3 personal questions about a character you can see and hear. Sample questions include “What does he do for a living?” and “What is her favorite author?” The target may conceal an answer by spending 1 action die per question ignored. You may target each character with this ability only once per session.

Elusive: You deftly avoid many attacks. At the start of your Initiative Count you may accept a penalty with your attack and skill checks of up to –4 to gain an equal dodge bonus to your Defense until the start of your next Initiative Count.

Hand of Death: Each time you fail a Blend or Resolve check and don’t suffer an error, you still succeed as long as the check DC (or your opponent’s check result) is 23 or less. If several grades of success are possible, you achieve only the lowest possible positive result.

Heartseeker: Your base attack bonus is considered +3 when you attack a special character. Also, your attacks against special characters gain the *armor-piercing 2* weapon quality (*see below*).

Knife Basics: All knives on your person are considered armed at all times. Also, you gain a stance (half action to enter or leave).

Wicked Dance (Stance): Your 1-handed melee attacks inflict 2 additional dice of sneak attack damage. You may not take move actions (though you may still take 5-ft. Bonus Steps as normal).

Menacing Threat: You may Threaten up to 3 opponents at once. You roll once for the action, while each opponent rolls to resist separately.

Practiced Notice: If you spend an action die to boost a Notice check and it still fails, you gain the die back after the action is resolved. Against multiple targets you only regain the die if you fail against all of them.

Quick on Your Feet: You often have to think fast in your line of work. You make trained Disguise checks even when you lack a kit. Also, once per session, you may make a Mask or Ambush check as a free action.

Step In: Once per combat, you may choose to receive all of 1 attack’s damage on an adjacent character. Your Damage Reduction and Damage Resistance apply normally.

TRICKS

Cheap Shot (Attack Trick): Choose 1 of the opponent’s attributes or the opponent’s Speed and make an attack check, suffering a –4 penalty. With a hit, the opponent suffers a –2 penalty with all attack and skill checks using the chosen attribute, or a –10 ft. penalty to his Speed, until the end of the scene. With a miss, you become *flat-footed* (*see page 213*). Each combatant may suffer from only 1 successful Cheap Shot per scene.

GEAR & MAGIC ITEMS

Armor-Piercing (AP): The weapon or attack ignores the listed Damage Reduction.

Cavalry: The weapon is designed for mounted use, negating attack penalties while mounted (*see Fantasy Craft, page 215*).

Damage Aura, Greater: Each time an adjacent opponent hits you with an unarmed or melee attack the item inflicts 1d10 divine damage.

Finesse: You use the higher of your Strength or Dexterity modifiers when rolling the weapon’s damage (this is already factored in).

Fitted: The armor’s Defense penalty and ACP are reduced (this is already factored into the armor’s statistics).

Keen: The weapon’s damage rises as listed when determining critical injuries and massive damage (*see Fantasy Craft, page 208*).

Lightweight: The armor weighs less (this is already factored in).

Poisonous: The weapon may be poisoned with 1 half action and exposes a target with a hit that inflicts at least 1 damage after Damage Reduction and Resistance are applied. It may carry only 1 dose of poison at a time and does not automatically come with poison (if you want to lace it, you must acquire poison separately).

EZRAIMEI — SAURIAN BURGLAR

Age: 22

Height: 6 ft. 6 in.

Weight: 220 lbs.

Distinguishing Characteristics

Smooth blue-black scales; long, lithe body and tail; busy hands (always flipping a coin, cleaning her knife, daintily picking her teeth, etc.)

Background

Like most saurian young, Ezraime was born from a clutch of eggs, laid then abandoned by her mother before birth. Her clutch was unlucky and all but two were eaten before hatching — she and her brother, Ekrajmez. The siblings grew up on the outskirts of cities and were eventually adopted by a kindly thief with a soft spot for orphans. Ezraime and her brother were inducted into the ranks of the thieves' guild and worked together for several years before Ekrajmez "went straight." A bitter argument ensued and the pair split; Ezraime hasn't seen her brother since.

The saurian's participation in the party is more than altruistic — like many in her profession she's on the hunt for tombs to raid and treasures to claim. She's both intrigued and frightened by The Hand, though they find one another good company when things get rough. She's also close to fellow treasure-hunters Raelia and Hamlin despite their pleas that she abandon her life of crime for nobler pursuits.





3 STARTING DICE
d4 DIE TYPE



Ezraime

CHARACTER NAME

Burglar 3

FIRST CLASS/LEVEL

Female

GENDER

22

AGE

Saurian

SPECIES/TALENT

SECOND CLASS/LEVEL

6' 6"

HEIGHT

220 lbs.

WEIGHT

Rogue

SPECIALTY

THIRD CLASS/LEVEL

Beady

EYES

None

HAIR

PLAYER NAME

CURRENT XP

NEXT LEVEL

PHYSICAL ATTRIBUTES

MENTAL ATTRIBUTES

ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER
STR STRENGTH	15	+2		
DEX DEXTERITY	17	+3		
CON CONSTITUTION	14	+2		

ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER
INT INTELLIGENCE	12	+1		
WIS WISDOM	10	+0		
CHA CHARISMA	11	+0		

SKILLS

MAX RANKS 6

ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	DEX	+8	= 5	+ 3	+	
<input type="checkbox"/>	ATHLETICS	STR	+6	= 4	+ 2	+	
<input type="checkbox"/>	BLEND	CHA		=	+	+	
<input type="checkbox"/>	BLUFF	CHA	+4	= 4	+ 0	+	
<input type="checkbox"/>	CRAFTING *	INT	+5	= 4	+ 1	+	
<input type="checkbox"/>	DISGUISE	CHA		=	+	+	
<input type="checkbox"/>	HAGGLE	WIS	+4	= 4	+ 0	+	
<input type="checkbox"/>	IMPRESS	CHA		=	+	+	
<input type="checkbox"/>	INTIMIDATE	WIS		=	+	+	
<input type="checkbox"/>	INVESTIGATE	WIS	+2	= 2	+ 0	+	

ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input checked="" type="checkbox"/>	MEDICINE	INT	+5	= 4	+ 1	+	
<input type="checkbox"/>	NOTICE	WIS	+4	= 4	+ 0	+	
<input type="checkbox"/>	PRESTIDIGITATION	DEX	+9	= 6	+ 3	+	
<input type="checkbox"/>	RESOLVE	CON		=	+	+	
<input type="checkbox"/>	RIDE *	DEX	+7	= 4	+ 3	+	
<input type="checkbox"/>	SEARCH	INT	+9	= 8	+ 1	+	
<input type="checkbox"/>	SENSE MOTIVE	WIS		=	+	+	
<input type="checkbox"/>	SNEAK	DEX	+7	= 4	+ 3	+	
<input type="checkbox"/>	SURVIVAL	WIS		=	+	+	
<input checked="" type="checkbox"/>	TACTICS	INT	+5	= 4	+ 1	+	

FOCUSES

INTERESTS

TOTAL STUDIES 3

CRAFTING	RIDE	Language: Saurian	Study: Saurian Lands
Metalworking	Riding Mounts	Language: Common	Study: Jewelry
Tailoring	Land Vehicles		Study: Numismatics

SUBPLOTS

COMPLETED	COMPLETED	COMPLETED
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

COIN

LIFESTYLE

TOTAL LIFESTYLE 1

COIN IN HAND	PANACHE	PRUDENCE
174s	1	0
STAKE	APPEARANCE BONUS	MONEY SAVED/EARNED
	10s	15 %

NON-COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES
Cold-Blooded	Require only 1 meal/day, cold vulnerabilities	Sharp Mind	+1 skill point per level (already factored in)
Darkvision I	Ignore the effects of dim and faint light	Trap Sense	Roll twice with Reflex saves vs. traps or security devices
Dexterous	Double action dice rolled for Dex-based skill checks	Very, Very Sneaky	Always succeed with Acrobatics and Sneak checks
Practised Sneak	If check + action die result fails, retain action die		with DCs up to 23, and opposed checks with these
			skills (results up to 23)



$$\text{INITIATIVE} = \frac{+7}{\text{TOTAL}} = \frac{4}{\text{CLASS BONUS}} + \frac{3}{\text{DEX MOD.}} + \frac{}{\text{MISC. MOD.}}$$

BASE ATTACKS					SAVING THROWS				
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+4	= 2	+ 2	+ _____	FORTITUDE	+3	= 1	+ 2	+ _____
MELEE	+4	= 2	+ 2	+ _____	REFLEX	+6	= 3	+ 3	+ _____
RANGED	+5	= 2	+ 3	+ _____	WILL	+1	= 1	+ 0	+ _____

WEAPONS

<i>Stiletto</i>	+6	1d4+2	18	D/1	0.5
TYPE	ATK	DMG	THREAT	SZ/HAND	WGT

WEAPON 1



WEAPON 2

WEAPON 3

WEAPON 4

<i>Sling</i>		+5	1d4+2	20	D/1	0.5
TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
60x6	10	inflicts subdual damage, load 1				
RNG	SHOTS	QUALITIES/UPGRADES				

TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
RNG	SHOTS	QUALITIES/UPGRADES				

<div>  ARMOR  </div>					
TYPE	DR	DP	ACP	SPEED	WGT
DISGUISE	RESISTANCES		UPGRADES		

Movement Actions			
Standard Move	<u>30</u> ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	<u>120</u> ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	30 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

COMBAT ABILITIES: CLASS ABILITIES, FEATS, TRICKS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES
<i>Agile Defense</i>	Defense increased by 1 (already factored in)	<i>Evasion I</i>	No damage suffered with successful "save for half"
<i>Ambush Basics</i>	2 rounds to make Ambush check; +1 die of sneak attack	<i>Knife Basics</i>	Knives always armed; (stance) 1h melee attacks inflict
<i>Ambush Mastery</i>	May convert damage without suffering -4 penalty		2 dice of sneak attack damage + no move actions
	Target doesn't lose flat-footed when you inflict subdual	<i>Natural Attacks</i>	Bite I (atk +4; dmg 1d6+2; threat 18-20)
<i>Ambush Supremacy</i>	+4 threat when you take 10 min. to prepare Ambush		Tail Slap I (atk +4; dmg 1d8+2; threat 20; reach +1)
	+1 additional die of sneak attack damage	<i>Total Sneak Attack</i>	2 dice (or 4 dice when in Knife Basics stance)



CARRYING CAPACITY

LIGHT LOAD Up to 100 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 101-300

OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 301+

LIFT (2 × HEAVY LOAD, NO MOVEMENT) 600

PUSH/DRAW (2 × HEAVY LOAD, 1/4 SPEED) 600



REPUTATION AND RENOWN

LEGEND _____ REPUTATION _____ RENOWN _____

HEROIC RENOWN _____ TITLE _____

MILITARY RENOWN _____ TITLE _____

NOBLE RENOWN _____ TITLE _____

GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
<i>Backpack</i>	+2 Str for carrying	S/-	Soft 2	3	<i>Large sack</i>	Holds 25 lbs.	S/1	Soft 1	0.5
<i>50 ft. silk rope</i>	Supports 750 lbs.	S/2	Soft 2	5	<i>Thieves' tools</i>	For Disarm checks	D/2	Hard 1	1
<i>Grappling hook</i>	+2 Climb with rope	T/1	Hard 2	4	<i>Tinderbox</i>	Start fire in 1 round	D/2	Hard 1	0.5
<i>Blanket</i>	Cold Resistance 4	S/-	Soft 1	5					
<i>Rations (7)</i>	Feeds 1 for 1 day each	T/2	Hard 1	5					
<i>Waterskin</i>	Holds 2 quarts	T/1	Soft 1	5.5					
<i>Purse</i>	Holds 200 coins	T/-	Soft 1	7					
<i>Dice</i>	+2 Relax	D/1	Hard 1	-					
					<i>Total Encumbrance</i>				39.5

MOUNT

NAME _____ SIZE (FOOTPRINT)/REACH _____ (_____) / _____ SPEED _____ TRAVEL _____

ATTRIBUTES _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____

SKILLS _____

QUALITIES _____

ATTACKS _____

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____

QUALITIES _____

CONTACT 1

CONTACT 2

NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____ NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____

ATTRIBUTES _____ REP COST _____ ATTRIBUTES _____ REP COST _____

INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____

SKILLS _____ SKILLS _____

QUALITIES _____ QUALITIES _____

ATTACKS _____ ATTACKS _____

GEAR _____ GEAR _____

HOLDING 1

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____ NAME _____ SCALE _____ GUESTS _____ / MAX _____

UPGRADES _____ UPGRADES _____

_____ REP. COST _____ _____ REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



GEAR AND PRIZES



EZRAIMEI: RULES REFERENCE

ACTION DICE

In addition to any options provided by abilities and other character options, you may spend action dice in the following ways.

- **Boost a Die Roll:** You may spend 1 action die to boost an attack check, skill check, Knowledge check, or saving throw you make. You may also spend 1 action die to boost a lethal, stress, or subdual damage result. The choice to boost may be made *after* the dice are rolled, so long as the outcome has not yet been described. When boosting, an action die “explodes” when it rolls the highest natural number possible (e.g. a 6 on a d6). You roll the action die again, adding the new result to the previous one. An action die may explode multiple times, resulting in an extremely high boost. An action die may only boost a check or result when dice are rolled. Thus, you may *not* boost a skill check when you take 10 or 20.
- **Boost Your Defense:** At the start of any combat round, you may spend 1 action die to boost your Defense by 2 for a number of rounds equal to the die’s result. This action die may explode as described above. You may only benefit from 1 action die boost to Defense at any time and the result of a new die spent to boost Defense replaces the old one, even if it’s lower.
- **Activate a Threat:** When you score a threat with an attack or skill check, you may spend 1 or more action dice to activate it as a critical hit or success (*see Fantasy Craft, pages 207 and 65, respectively*). The choice to activate must be made before additional (e.g. damage) dice are rolled and/or the outcome is described.
- **Activate an Opponent’s Error:** When an opponent within your line of sight suffers an error with an attack or skill check, you may spend 1 or more action dice to activate it as a critical miss or failure (*see Fantasy Craft, pages 208 and 65*). The choice to activate must be made before additional dice are rolled and/or the outcome is described.
- **Heal Yourself:** Outside combat, you may spend and roll any number of action dice to regain vitality or wounds. For each action die spent, you regain an amount of vitality equal to the action die’s result, and 2 wounds. During combat, you must take a Refresh action before you can spend an action die to regain vitality or wounds (*see the Refresh action, Fantasy Craft, page 220*). You may not spend action dice to heal while unconscious.

SPECIES

Agile Defense: Your Defense increases by 1 (already factored in).

Cold-Blooded: You require only 1 common meal per day but suffer 1 additional damage per die from cold and are *sickened* for a number of rounds equal to 1/2 any cold damage taken (rounded down). If you suffer continuous cold damage — such as from the environment — you are sickened until you escape the source of the damage.

Darkvision I: You ignore the effects of dim and faint light.

Natural Attacks: You have two natural attacks.

Bite I (atk +4; dmg 1d6+2; threat 18-20)

Tail Slap I (atk +4; dmg 1d8+2; threat 20; reach +1)

SPECIALTY, CLASS, & FEATS

Ambush Basics: You require only 2 rounds to make a Tactics/Ambush check (*see page 83*). Also, your attacks inflict an additional die of sneak attack damage.

Ambush Mastery: You may convert damage without suffering the normal –4 attack penalty (*see page 209*). Also, when you inflict subdual damage on a *flat-footed* opponent, he doesn’t lose the *flat-footed* condition (as he normally would for being attacked).

Ambush Supremacy: If you take 10 minutes to make a Tactics/Ambush check, your threat range increases by 4. Also, your attacks inflict an additional die of sneak attack damage.

Dextrous: You excel at tasks requiring nimble fingers and precise eye-hand coordination. Each time you spend 1 action die to boost a Dexterity-based skill check, you roll and add the results of 2 dice (e.g. at Career Level 1, 1d4 becomes 2d4).

Evasion I: Whenever you aren’t *flat-footed* and make a successful Reflex save to reduce damage, you suffer no damage at all.

Knife Basics: All knives on your person are considered armed at all times (you don’t ever have to draw them). Also, you gain a stance (it’s a half action to enter or leave a stance).

Wicked Dance (Stance): Your 1-handed melee attacks inflict 2 additional dice of sneak attack damage. You may not take move actions (though you may still take 5-ft. Bonus Steps as normal).

Practiced Sneak: If you spend an action die to boost a Sneak check and it still fails, you gain the die back after the action is resolved. Against multiple targets you only regain the die if the check fails against all of them.

Sharp Mind: You gain +1 skill point per level (this is already factored in on your character sheet).

Trap Sense: You may roll twice when making Reflex saves prompted by security devices and traps, keeping the result you prefer.

Very, Very Sneaky: Each time you fail an Acrobatics or Sneak check and don’t suffer an error, you still succeed as long as the check DC (or your opponent’s check result) is 23 or less. If several grades of success are possible, you achieve only the lowest possible positive result.

GEAR & RELATED RULES

Armor-Piercing (AP): The weapon or attack ignores the listed Damage Reduction. When a weapon and its ammunition both have this quality, their AP values are combined.

Finesse: You use the higher of your Strength or Dexterity modifiers when rolling this weapon’s damage (this is already factored in).

Load: The weapon is reloaded with the listed number of Handle Item actions (1 half action each).

Pummeling: As a full action unarmed attack, you may use this weapon to beat an adjacent opponent senseless, possibly knocking him unconscious. Make an unarmed Standard Attack check against the opponent and with a hit you inflict triple his unarmed damage as subdual damage.

Pummel has a special application outside combat. The subdual damage from the first — and *only* the first — Pummel action against each character made out of combat in each scene is applied normally, except that the target suffers 1 grade of *fatigued* per 5 by which he fails this save (*see pages 211 and 213*).

You may never Pummel to inflict lethal damage.

Subdual Damage: Subdual damage is not applied to vitality and wounds. Rather, each time a special character suffers subdual damage, he must make a Fortitude save (DC 10 + 1/2 his total subdual damage, rounded down). With failure, he becomes *fatigued* (or his *fatigued* grade increases by 1), and his total subdual damage resets to 0 (*see page 213*).

CAPTAIN DUROK BLOODSHIELD

— ORC CAPTAIN

Age: 25

Height: 6 ft. 2 in.

Weight: 265 lbs.

Distinguishing Characteristics

Meticulously kept armor and weapons; noble bearing; silver-capped tusks; likes to smoke a pipe

Background

Durok Bloodshield (*"Captain Durok Bloodshield, if you please"*) isn't your typical orc. Though he was bred for war and engaged in his first battle at the tender age of 8 (the middle of orc adolescence), he's spent the majority of his life in careful control of his baser instincts. It started four years later, when a Knight of the Realm defeated and captured Durok. The orc was intrigued by his captor's bearing and charisma, and agreed to serve him. He never fully grasped the chivalric lessons the knight presented, but the experience nonetheless changed him forever.

At the end of his service, Durok set out as a mercenary foot soldier. He benefited greatly from the discipline granted by his heritage, coupled with the martial training imparted by his former mentor, and this helped him fit in across the civilized lands. Eventually he returned the favor by taking an orc bandit named Grimdak under his wing, and they have traveled together since.

Durok fell in with the party just recently, after he lost a contract for refusing to attack an unarmed village. His principles impressed the sage duo of Hamlin Hightower and Raelia Cloudsplitter, who invited him to join their "scholarly excursion." He's since gained their close friendship, trusting their strengths in times of war and peace. Durok is also fond of the goblin priest Git, whose animistic religion is reminiscent of the orc's long-abandoned homeland.

PERSONAL LIEUTENANT — GRIMDAK THE GLAIVE

Grimdak the Glaive (Medium Folk Walker — 54 XP):

Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZM (1×1, Reach 1);

Spd 30 ft. ground; Init +2; Atk +3 (melee and unarmed), +2 (hurled and ranged); Def 12; Res +2 (Reflex), +2 (Fortitude), +2 (Will);

Health (Damage save) +3; Comp +1; Skills: Intimidate +5, Ride +4, Survival +4, Tactics +3; Qualities: *Always ready, banned action*

(*Calm, Influence*), *class ability (Soldier: killer instinct), grueling combatant, light-sensitive, menacing threat, tricky (Cheap Shot)*

Attacks/Weapons: Glaive (dmg 1d8+3 lethal; threat 19–20; qualities: *keen 4, reach +1*), short sword (dmg 1d8+3 lethal; threat 19–20; qualities: *keen 4*)

Gear: Partial leather armor (DR 1, Resist Fire 3; DP –1; ACP –0; Spd —; Disguise +0), bedroll





Durok Bloodshield

CHARACTER NAME

Captain 3

FIRST CLASS/LEVEL

Male

GENDER

25

AGE

Orc

SPECIES/TALENT

25

SECOND CLASS/LEVEL

6' 2"

HEIGHT

265 lbs.

WEIGHT

Fierce

EYES

Unkempt

HAIR

Fighter

SPECIALTY

3

STARTING DICE

d4

DIE TYPE

3

STARTING DICE

d4

DIE TYPE

PHYSICAL ATTRIBUTES

ATTRIBUTE NAME

SCORE

MODIFIER

IMPAIRED SCORE

IMPAIRED MODIFIER

STR

STRENGTH

15

+2

DEX

DEXTERITY

12

+1

CON

CONSTITUTION

18

+4

MENTAL ATTRIBUTES

ATTRIBUTE NAME

SCORE

MODIFIER

IMPAIRED SCORE

IMPAIRED MODIFIER

INT

INTELLIGENCE

10

+0

WIS

WISDOM

12

+1

CHA

CHARISMA

14

+2

SKILLS

MAX RANKS

6

ORIGIN SKILL

SKILL NAME

SUGGESTED ATTRIBUTES

SKILL BONUS

RANKS

ATTRIBUTE MOD.

MISC. MOD.

THREAT RANGE

☐

ACROBATICS

DEX

☐

ATHLETICS

STR

+4

3

2

-1

☐

BLEND

CHA

☐

BLUFF

CHA

☐

CRAFTING *

INT

☐

DISGUISE

CHA

☒

HAGGLE

WIS

+4

3

1

☐

IMPRESS

CHA

+5

3

2

☐

INTIMIDATE

WIS

+7

6

1

☐

INVESTIGATE

WIS

ORIGIN SKILL

SKILL NAME

SUGGESTED ATTRIBUTES

SKILL BONUS

RANKS

ATTRIBUTE MOD.

MISC. MOD.

THREAT RANGE

☐

MEDICINE

INT

+2

2

0

☐

NOTICE

WIS

+4

3

1

☐

PRESTIDIGITATION

DEX

☐

RESOLVE

CON

+9

5

4

☐

RIDE *

DEX

+1

1

1

-1

☒

SEARCH

INT

+3

3

0

☐

SENSE MOTIVE

WIS

☐

SNEAK

DEX

☐

SURVIVAL

WIS

+2

1

1

☐

TACTICS

INT

+6

6

0

FOCUSES

TOTAL STUDIES

2

CRAFTING

RIDE

Language: Orcish

Study: Orc Lands

Language: Common

Study: Warfare

Language: Elvish

SUBPLOTS

☐ COMPLETED

☐ COMPLETED

☐ COMPLETED

COIN

TOTAL LIFESTYLE

4

COIN IN HAND

12s

PANACHE

2

PRUDENCE

2

APPEARANCE BONUS

+1

MONEY SAVED/EARNED

25

%

STAKE

20s

INCOME

NON-COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS

NAME

NOTES

NAME

NOTES

Attribute Training

Lower of Str or Con increases by 1 (already factored in)

Restricted Actions

When making Calm, Decipher, and Influence checks,

Enlight. Intimidate

Maximum Intimidate rank is 8

your result may not exceed 15 and your error range

Extra Proficiency

+4 proficiencies or tricks (already factored in)

increases by 2

Light-Sensitive

Suffer 20 flash damage when entering a brighter area

Right-Hand Man

Personal Lieutenant (Grimdak - see bio sheet)

Mast. & Command I

+1 Terrain feat (Coordinated Attack)

Maximum Tactics rank is 9

DEFENSE 10 = 10 + 1 + 1 + - 2

VITALITY 39 WOUNDS 18

CRITICAL INJURIES

SUBDUAL STRESS

CONDITIONS

SIZE FOOTPRINT REACH

GROUND SPEED OTHER SPEED TRAVEL SPEED

PROFICIENCIES

PROFICIENT FORTE UNARMED BOWS

INITIATIVE +3 = 2 + 1 +

BASE ATTACKS SAVING THROWS

ATTACK TYPE TOTAL BASE ATTACK ATTRIBUTE MOD. MISC. MOD.

WEAPONS

Mace +5 1d8+2 20 T/1 5

WEAPON 1

WEAPON 2

WEAPON 3

WEAPON 4

WEAPON 4

ARMOR

Mod. scalemail 6 -2 -1 -5 57

COMBAT ACTIONS

ACTION BONUS/MOVE TIME EFFECT

Initiative Actions

Movement Actions

* The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

COMBAT ABILITIES: CLASS ABILITIES, FEATS, TRICKS, AND OTHER OPTIONS

NAME NOTES



CARRYING CAPACITY

LIGHT LOAD Up to 100 HEAVY LOAD (–5 DEF/PHYSICAL, 1/2 SPEED) 101-300
OVERLOADED (–5 DEF/PHYSICAL, CAN'T MOVE) 301+
LIFT (2 × HEAVY LOAD, NO MOVEMENT) 600
PUSH/DRAW (2 × HEAVY LOAD, 1/4 SPEED) 600



REPUTATION AND RENOWN

LEGEND _____ REPUTATION _____ RENOWN _____
HEROIC RENOWN _____ TITLE _____
MILITARY RENOWN _____ TITLE _____
NOBLE RENOWN _____ TITLE _____

GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
<i>Saddlebags</i>	+2 Str for carrying	M/-	Soft 2	10	<i>Pouch</i>	Holds 50 coins	D/-	Soft 1	-
<i>Flag</i>	+2 Impress/Intim.	M/2	Soft 2	12	<i>Pipe</i>	+2 Concentrate	D/1	Hard 1	0.1
<i>Tent</i>	Heat/Cold Resist 4	L/-	Soft 2	15	<i>Whistle</i>	Heard 500'/1m away	D/1	Hard 1	0.5
<i>Bedroll</i>	Cold Resistance 4	S/-	Soft 1	5					
<i>Axe, hand</i>	Improvised hatchet	T/2	Hard 2	5					
<i>Tinderbox</i>	Start fire in 1 round	D/2	Hard 1	0.5					
<i>Fishing pole</i>	+2 Forage (fish)	S/1	Hard 1	4					
<i>100 ft. hemp rope</i>	Supports 1,000 lbs.	S/2	Soft 2	20					
<i>Rations (14)</i>	Feeds 1 for 1 day each	T/2	Hard 1	10	<i>Total Encumbrance</i>				72.6
<i>Waterskin</i>	Holds 2 quarts	T/1	Soft 1	5.5	<i>Mule Encumbrance</i>	(left column)			87

MOUNT

NAME Hambone (Mule) SIZE (FOOTPRINT)/REACH L (1x2) / 1 SPEED 30 ft. Ground TRAVEL 5
ATTRIBUTES Str 15, Dex 10, Con 12, Int 6, Wis 10, Cha 4 INIT +2 ATK +1 DEF 12 RES +2 HEALTH +2 COMP _____
SKILLS Acrobatics +6, Athletics +7, Notice +7, Resolve +6
QUALITIES Damage Reduction 1, improved sense (scent), improved stability, superior traveler II (see rules reference for descriptions)
ATTACKS Kick I (dmg 1d8+2 lethal; threat 20)

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
QUALITIES _____

CONTACT 1

NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____ NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____
ATTRIBUTES _____ REP COST _____ ATTRIBUTES _____ REP COST _____
INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____
SKILLS _____ SKILLS _____
QUALITIES _____ QUALITIES _____
ATTACKS _____ ATTACKS _____
GEAR _____ GEAR _____

CONTACT 2

HOLDING 1

NAME _____ SCALE _____ GUESTS _____ / MAX _____ NAME _____ SCALE _____ GUESTS _____ / MAX _____
UPGRADES _____ UPGRADES _____
_____ REP. COST _____ _____ REP. COST _____

HOLDING 2

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



GEAR AND PRIZES



CAPTAIN DUROK BLOODSHIELD:

RULES REFERENCE

ACTION DICE

In addition to any options provided by abilities and other character options, you may spend action dice in the following ways.

- **Boost a Die Roll:** You may spend 1 action die to boost an attack check, skill check, Knowledge check, or saving throw you make. You may also spend 1 action die to boost a lethal, stress, or subdual damage result. The choice to boost may be made *after* the dice are rolled, so long as the outcome has not yet been described. When boosting, an action die “explodes” when it rolls the highest natural number possible (e.g. a 6 on a d6). You roll the action die again, adding the new result to the previous one. An action die may explode multiple times, resulting in an extremely high boost. An action die may only boost a check or result when dice are rolled. Thus, you may *not* boost a skill check when you take 10 or 20.
- **Boost Your Defense:** At the start of any combat round, you may spend 1 action die to boost your Defense by 2 for a number of rounds equal to the die’s result. This action die may explode as described above. You may only benefit from 1 action die boost to Defense at any time and the result of a new die spent to boost Defense replaces the old one, even if it’s lower.
- **Activate a Threat:** When you score a threat with an attack or skill check, you may spend 1 or more action dice to activate it as a critical hit or success (*see Fantasy Craft, pages 207 and 65, respectively*). The choice to activate must be made before additional (e.g. damage) dice are rolled and/or the outcome is described.
- **Activate an Opponent’s Error:** When an opponent within your line of sight suffers an error with an attack or skill check, you may spend 1 or more action dice to activate it as a critical miss or failure (*see pages 208 and 65*). The choice to activate must be made before additional dice are rolled and/or the outcome is described.
- **Heal Yourself:** Outside combat, you may spend and roll any number of action dice to regain vitality or wounds. For each action die spent, you regain an amount of vitality equal to the action die’s result, and 2 wounds. During combat, you must take a Refresh action before you can spend an action die to regain vitality or wounds (*see the Refresh action, page 220*). You may only do this when conscious.

SPECIES

Always Ready: You may always act during surprise rounds.

Enlightened Intimidate: Your maximum Intimidate rank is 8.

Grueling Combatant: Each time an adjacent opponent attacks you and misses, he suffers 2 points of subdual damage.

Light-Sensitive: Each time you enter a more brightly lit area, you suffer 20 points of flash damage (and must therefore make a Fortitude save (DC 20) or become *blinded* for 1d6 rounds).

Restricted Actions: Calm, Decipher, and Influence checks you make are considered untrained (your result may not exceed 15 and your error range increases by 2).

SPECIALTY, CLASS, & FEATS

Armor Basics: While you wear armor, its Defense penalty drops by 1, its ACP drops by 1, and its Speed penalty drops by 5 ft. (in all cases, minimum 0). These modifiers are already factored in on your sheet.

Battle Planning I: You may begin each combat with 1 of the following battle plans already in effect and may enact a new one as a full action. Each plan’s benefits last until the end of the current combat or until you enact a different battle plan. A battle plan grants you and each teammate who can see or hear you a +2 morale bonus with the following rolls and values.

Crush Them!: Melee and unarmed attack checks

Press On!: Base Speed (morale bonus × 5 ft.)

Cadre: Once per scene as a free action, you may temporarily grant your teammates 1 of your Basic Combat feats (Armor Basics, Surge of Speed, or Wolf Pack Basics) until the end of the scene.

Coordinated Attack: Once per round as a full action, you may direct a teammate who can see and hear you to make a Standard Attack.

Melee Combat Expert: You’re considered to have 2 additional Melee Combat feats for any ability based on the number of Melee Combat feats you have (this is already factored into the relevant ability descriptions).

Right-Hand Man: You gain a Personal Lieutenant, Grimdak, whose stats are found on your bio sheet. Grimdak is a special character with a Threat Level of 1. He has no action dice but you may spend your action dice on his behalf. Grimdak may not control additional characters.

If Grimdak dies or is dismissed, you lose Reputation equal to your Career Level (he’s replaced in the following adventure).

Surge of Speed: Once per round you may take 1 additional non-attack half action as a free action. You may use this ability 3 times per session.

Wolf Pack Basics: You gain an additional +2 bonus when attacking a flanked opponent (total +4).

GEAR, MOUNT, & PERSONAL LIEUTENANT

Armor-Piercing (AP): The weapon or attack ignores the listed DR.

Cheap Shot (Attack Trick): Grimdak may choose 1 of an opponent’s attributes or the opponent’s Speed and make an attack check, suffering a –4 penalty. With a hit, the target suffers a –2 penalty with all attack and skill checks using the chosen attribute, or a –10 ft. penalty to Speed, until the end of the scene. With a miss, Grimdak becomes *flat-footed* (*see page 213*). Each combatant may suffer from only 1 successful Cheap Shot per scene.

Guard: When armed with this weapon, you gain the listed gear bonus to Defense. You lose this bonus when *flat-footed*, *held*, *helpless*, *pinned*, *sprawled*, or unconscious.

Improved Scent: Your mule’s scent range increment is 20 ft. and he gains a +4 bonus with related Awareness and Perception checks.

Improved Stability: Your mule is considered Huge for carrying capacity, Trample attacks, and resisting Bull Rush and Trip attempts so long as he’s standing firmly on the ground.

Killer Instinct: Grimdak inflicts 2 additional damage with all attacks (this is already factored into his stat block).

Menacing Threat: Grimdak may Threaten up to 3 opponents at once. He rolls once for the action and each opponent resists separately.

Keen: This weapon’s damage rises as listed when determining critical injuries and massive damage (*see Fantasy Craft, page 208*).

Reach: The wielder’s Reach rises by this amount with this weapon.

Superior Traveler II: Your mule’s Travel Speed increases by 2 MPH (this is already factored into his stat block).

PHILEMON RENN — HUMAN COURTIER

Age: 36

Height: 5 ft. 9 in.

Weight: 132 lbs.

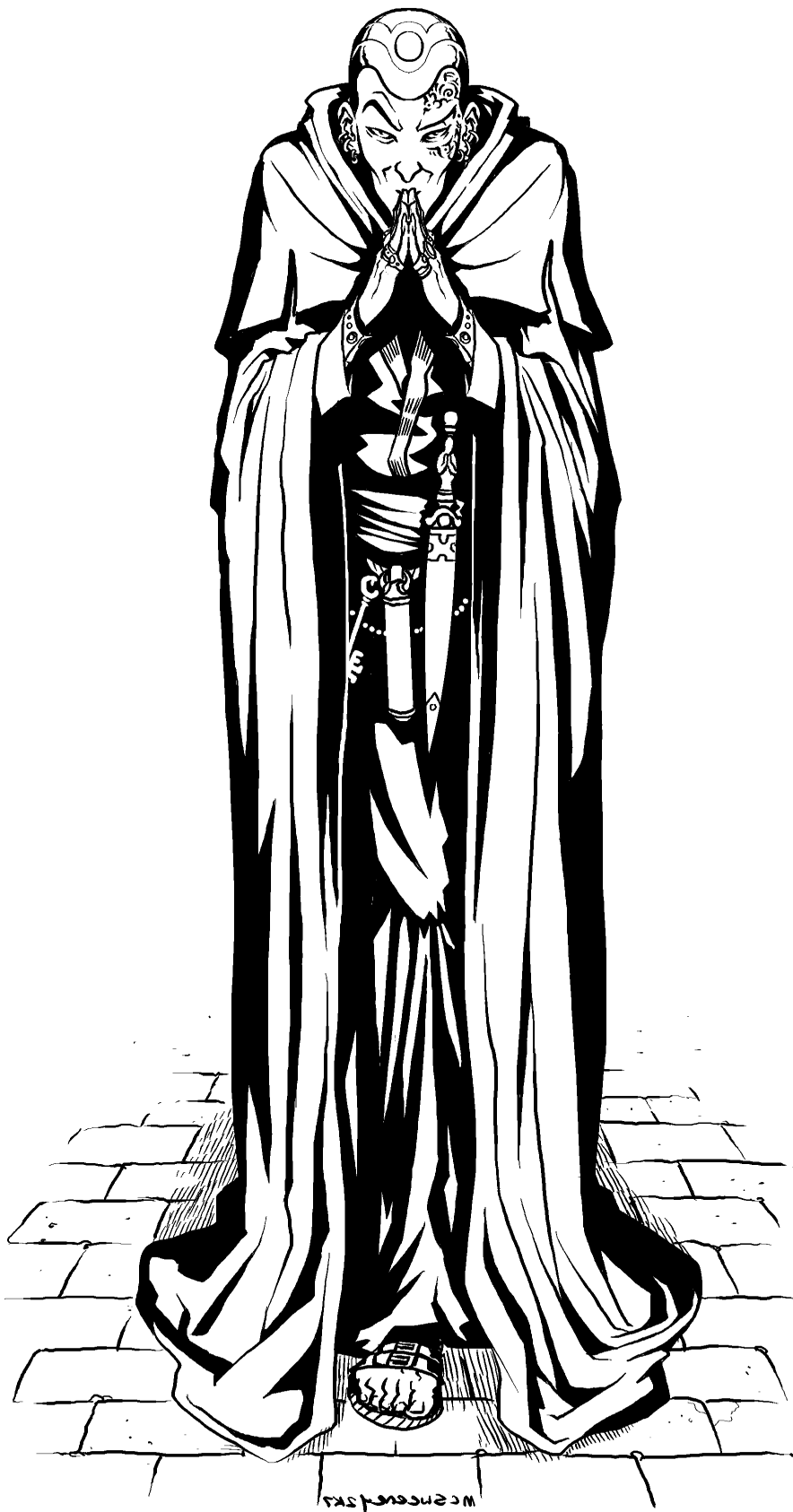
Distinguishing Characteristics

Sumptuous robes; copious jewelry; cunning expression

Background

Philemon grew up in the capital of the Realm, the son of a clerk, and learned early that getting ahead in life has far more to do with who you know than what you do. He was involved in scams and cons from the start, and used his social skills to launch an odd sort of business: with partner Sebastio Ladron, he made a fair (if not entirely legal) living as a freelance advocate, representing causes in the courts and audience chambers of the Realm — for a price.

Knowing their willingness to skirt the law (and work for the highest bidder) was bound to catch up with them sooner or later, the duo eventually split up, each seeking new opportunities on his own. Philemon isn't entirely certain where Sebastio's gone, and for the time being he doesn't much care; he's found his own niche with the adventuring band of Hightower and Cloudsplitter. The group provides a pleasant cover, and some significant muscle — just in case. Philemon's even started training with a bow, if only to fit in better with this rabble.





3 STARTING DICE
d4 DIE TYPE



CHARACTER NAME Philemon Renn	SPECIES/TALENT Charismatic	SPECIALTY Swindler
FIRST CLASS/LEVEL Courtier 3	SECOND CLASS/LEVEL	THIRD CLASS/LEVEL
PLAYER NAME Male	CURRENT XP 36	NEXT LEVEL 5' 9"
GENDER Male	AGE 36	HEIGHT 5' 9"
	WEIGHT 132 lbs.	EYES Gray
		HAIR Bald

PHYSICAL ATTRIBUTES			MENTAL ATTRIBUTES		
ATTRIBUTE NAME	SCORE	MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER
STR STRENGTH	12	+1	INT INTELLIGENCE	14	+2
DEX DEXTERITY	13	+1	WIS WISDOM	14	+2
CON CONSTITUTION	12	+1	CHA CHARISMA	16	+3

SKILLS													MAX RANKS	6	
ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	DEX						<input type="checkbox"/>	MEDICINE	INT					
<input type="checkbox"/>	ATHLETICS	STR						<input type="checkbox"/>	NOTICE	WIS	+6	4	2		
<input type="checkbox"/>	BLEND	CHA						<input type="checkbox"/>	PRESTIDIGITATION	DEX	+5	4	1		
<input type="checkbox"/>	BLUFF	CHA	+8	5	3			<input type="checkbox"/>	RESOLVE	CON	+4	3	1		
<input type="checkbox"/>	CRAFTING *	INT						<input type="checkbox"/>	RIDE *	DEX	+5	4	1		
<input type="checkbox"/>	DISGUISE	CHA						<input checked="" type="checkbox"/>	SEARCH	INT	+6	4	2		
<input type="checkbox"/>	HAGGLE	WIS	+6	4	2			<input type="checkbox"/>	SENSE MOTIVE	WIS	+7	5	2		
<input type="checkbox"/>	IMPRESS	CHA	+6	3	3			<input checked="" type="checkbox"/>	SNEAK	DEX	+5	4	1		
<input type="checkbox"/>	INTIMIDATE	WIS	+6	4	2			<input type="checkbox"/>	SURVIVAL	WIS					
<input type="checkbox"/>	INVESTIGATE	WIS	+6	4	2			<input type="checkbox"/>	TACTICS	INT					

FOCUSES			INTERESTS			TOTAL STUDIES	2
CRAFTING			LANGUAGE			STUDY	
			Language: Common			Study: The Realm	
			Language: Elvish			Study: Etiquette	
			Language: Dwarvish				

SUBPLOTS		
<input type="checkbox"/> COMPLETED		<input type="checkbox"/> COMPLETED
<input type="checkbox"/> COMPLETED		<input type="checkbox"/> COMPLETED

COIN		LIFESTYLE		TOTAL LIFESTYLE	6
COIN IN HAND	0s	PANACHE	5	PRUDENCE	1
		APPEARANCE BONUS	+4	MONEY SAVED/EARNED	20 %
STAKE		INCOME	50s		

NON-COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS			
NAME	NOTES	NAME	NOTES
Attribute Training	Lower of Dex or Cha increases by 1 (already factored in)	Gifts & Favours	(Start of adventure) Gain 90s for supplies and bribes
BSM (Spy)	+2 and 19-20 threat w/ Disguise and Notice (factored in)	Obligations	50 Rep for contacts (already factored in - see Contacts)
Beguiling	Fixate target with successful Taunt	Only the Finest	+2 Appearance bonus for you and all teammates
Charming	+5 to non-foe NPC's Disposition (twice per session)	Practiced Bluff	If check + action die result fails, retain action die
Double Boost	Double action dice rolled for Cha-based skill checks	With a Word	Always succeed with Haggle/Impress checks with DCs up to 23, and opposed checks with these skills (same)
Encouragement	Grant a teammate +1 bonus with saves (once per scene)		



DEFENSE

12

TOTAL

= 10 +

1

CLASS BONUS

+

1

DEX MOD.

+

SIZE MOD.

+

MISC. MOD.

-

ARMOR MOD.

VITALITY

30

TOTAL

CURRENT

WOUNDS

12

TOTAL

CURRENT

CRITICAL INJURIES

SUBDUAL

CURRENT

□□□□

FATIGUED

STRESS

CURRENT

□□□□

SHAKEN

CONDITIONS

SIZE

FOOTPRINT

REACH

Medium

1x1

1

GROUND SPEED

OTHER SPEED

TRAVEL SPEED

BASE

BASE

MPH

30 ft.

3

PROFICIENCIES

PROFICIENT

FORTE

PROFICIENT

FORTE

UNARMED

BOWS

BLUNT

BLACK POWDER

EDGED

SIEGE WEAPONS

HURLED

INITIATIVE

+5

TOTAL

=

4

CLASS BONUS

+

1

DEX MOD.

+

MISC. MOD.

BASE ATTACKS

SAVING THROWS

ATTACK TYPE

TOTAL

BASE ATTACK

ATTRIBUTE MOD.

MISC. MOD.

SAVE TYPE

TOTAL

BASE SAVE

ATTRIBUTE MOD.

MISC. MOD.

UNARMED

+2

=

1

+

1

+

FORTITUDE

+3

=

2

+

1

+

MELEE

+2

=

1

+

1

+

REFLEX

+2

=

1

+

1

+

RANGED

+2

=

1

+

1

+

WILL

+5

=

3

+

2

+

WEAPONS

Stiletto

+3

1d4+1

18

D/1

0.5

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

AP 8, finesse

QUALITIES/UPGRADES

WEAPON 2

Short bow

+2

1d6

19

S/2

5

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

standard arrows, AP 4, poisonous

QUALITIES/UPGRADES

WEAPON 3

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

QUALITIES/UPGRADES

WEAPON 4

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

QUALITIES/UPGRADES

ARMOR

Mod. Padded

1

+0

+0

+0

6

TYPE

DR

DP

ACP

SPEED

WGT

DISGUISE

RESISTANCES

Cold 5

UPGRADES

COMBAT ACTIONS

ACTION	BONUS/MOVE	TIME	EFFECT
Attack Actions			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+1	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+5	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple *	+1	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+7	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+6	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+4	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+1	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

Initiative Actions			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate	+7	half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract	+8	half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds

Movement Actions			
Standard Move	30 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	120 ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	30 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

* The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

COMBAT ABILITIES: CLASS ABILITIES, FEATS, TRICKS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES
Misdirection Basics	+1 threat range vs. special characters	Mobility Basics	(Run) May turn and don't become flat-footed
	Count as 3 add. characters for numerical advantage		(Total Defense) May take 2 Standard Moves



REPUTATION AND RENOWN

PUSH/DRAG (2 × HEAVY LOAD, 1/4 SPEED)	1,050
---------------------------------------	-------



NOBLE RENOWN _____ TITLE _____

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
<i>Purse</i>	Holds 200 coins	T/-	Soft 1	-					
<i>Booze (3)</i>	-1 shaken condition	T/1	Brittle 1	2					
<i>Total Encumbrance</i>									13.5

NAME _____ SIZE (FOOTPRINT)/REACH _____ (_____) / _____ SPEED _____ TRAVEL _____

ATTRIBUTES _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____

SKILLS _____

QUALITIES _____

ATTACKS _____

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____

QUALITIES _____

NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____

ATTRIBUTES _____ REP COST _____

INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____

SKILLS _____

QUALITIES _____

ATTACKS _____

GEAR _____

NAME _____ SCALE _____ GUESTS _____ / MAX _____
UPGRADES _____
_____ REP. COST _____

[illegible]

GEAR AND PRIZES



PHILEMON RENN: RULES REFERENCE

ACTION DICE

In addition to any options provided by abilities and other character options, you may spend action dice in the following ways.

- **Boost a Die Roll:** You may spend 1 action die to boost an attack check, skill check, Knowledge check, or saving throw you make. You may also spend 1 action die to boost a lethal, stress, or subdual damage result. The choice to boost may be made *after* the dice are rolled, so long as the outcome has not yet been described. When boosting, an action die “explodes” when it rolls the highest natural number possible (e.g. a 6 on a d6). You roll the action die again, adding the new result to the previous one. An action die may explode multiple times, resulting in an extremely high boost. An action die may only boost a check or result when dice are rolled. Thus, you may *not* boost a skill check when you take 10 or 20.
- **Boost Your Defense:** At the start of any combat round, you may spend 1 action die to boost your Defense by 2 for a number of rounds equal to the die’s result. This action die may explode as described above. You may only benefit from 1 action die boost to Defense at any time and the result of a new die spent to boost Defense replaces the old one, even if it’s lower.
- **Activate a Threat:** When you score a threat with an attack or skill check, you may spend 1 or more action dice to activate it as a critical hit or success (*see Fantasy Craft, pages 207 and 65, respectively*). The choice to activate must be made before additional (e.g. damage) dice are rolled and/or the outcome is described.
- **Activate an Opponent’s Error:** When an opponent within your line of sight suffers an error with an attack or skill check, you may spend 1 or more action dice to activate it as a critical miss or failure (*see pages 208 and 65*). The choice to activate must be made before additional dice are rolled and/or the outcome is described.
- **Heal Yourself:** Outside combat, you may spend and roll any number of action dice to regain vitality or wounds. For each action die spent, you regain an amount of vitality equal to the action die’s result, and 2 wounds. During combat, you must take a Refresh action before you can spend an action die to regain vitality or wounds (*see the Refresh action, page 220*). You may only do this while conscious.

ORIGIN, CLASS, & FEATS

Beguiling: When you successfully Taunt a character (*see page 220*), you may decline the standard result to have your target become *fixated* on you for 1d6 rounds (he may not attack or make skill checks, and must take at least 1 Standard Move toward you during each round, until he is attacked or makes a DC 20 Resolve check). Special characters and villains may spend 1 action die to cancel this effect and become immune to this ability for the rest of the scene.

Charming: Twice per session, you may improve the Disposition of any 1 non-adversary NPC by 5. This adjusts his modifier with related checks and improves his Attitude by 1 grade (*see page 373*).

Double Boost: You may spend and roll 2 action dice to boost Charisma-based skill checks (keeping both results).

Encouragement: Once per scene, you may speak to a teammate for 1 minute to grant him a +1 morale bonus with saves for the scene.

Gifts and Favors I: You gain an additional 90 silver at the start of each adventure, though only if you’re in a city at the time. This 90s may only be spent on Supplies and bribes (*see pages 162 and 75, respectively*).

It represents a wide array of tools at your disposal, from desired trinkets to favors owed to personal position and influence.

Misdirection Basics: Your threat range with attacks against special characters increases by 1.

Mobility Basics: You may turn freely during a Run and don’t become *flat-footed* afterward (*see page 213*). Also, you may take 2 Standard Move actions when you take a Total Defense action (*see page 221*).

Obligations: You’ve developed a web of debts and exchanges and can pull strings all over. You gain 30 Reputation that must be spent to purchase or improve contacts. This is already spent on your character sheet — it was used to acquire Sebastio Ladron (*see below*).

Only the Finest: Your reputation relies on impressions — of you and your teammates. Your Appearance bonus and that of each teammate increases by 2 (when making a Cha-based skill check targeting another character, you gain a +1 bonus with your check per point that your Appearance bonus exceeds the target’s Appearance bonus).

Practiced Bluff: If you spend an action die to boost a Bluff check and it still fails, you gain the die back after the action. Against multiple targets you only regain the die if the check fails against all of them.

With a Word: Shaping the thoughts and feelings of others is second nature to you. Each time you fail a Haggle or Impress check and don’t suffer an error, you still succeed as long as the check DC (or your opponent’s check result) is 23 or less. If several grades of success are possible, you achieve only the lowest possible positive result.

GEAR & CONTACT

Summoning Sebastio: You have a contact: Sebastio Ladron, whose stats can be found on the Gear & Prizes page. You can only summon Sebastio once per adventure, and only if you can communicate with him in his home location (determined by the GM). No skill check is required to secure Sebastio’s help — if you can reach him, he helps unless the undertaking is life-threatening, or the GM decides Sebastio is opposed and he makes a Resolve check (DC 30).

Armor-Piercing (AP): The weapon or attack ignores the listed Damage Reduction. When a weapon and its ammunition both have this quality, their AP values are combined.

Attractive I: Sebastio has a +2 Appearance bonus (when making a Cha-based skill check targeting another character, Sebastio gains a +1 bonus with his check per point that his Appearance bonus exceeds the target’s Appearance bonus).

Cold Read: Sebastio easily picks up people’s social cues and details about their private lives. Once per session as a free action, he may ask up to 3 personal questions about a character he can see and hear (e.g. “What does he do for a living?” or “What is her favorite author?”) The target may conceal an answer by spending 1 action die per question ignored. Sebastio may target each character with this ability only once per session.

Finesse: You use the higher of your Strength or Dexterity modifiers when rolling this weapon’s damage (this is already factored in).

He Did It!: When Sebastio successfully Taunts an opponent he may force him to attack any character adjacent to him (other than himself). Sebastio may use this ability up to 3 times per scene.

Poisonous: The weapon may be poisoned with 1 half action and exposes a target with a hit that inflicts at least 1 damage after Damage Reduction and Resistance are applied. It may carry only 1 dose of poison at a time and does not automatically come with poison (if you want to lace it, you must acquire poison separately).

SALEM IRONRING — DWARF EXPLORER

Age: 76

Height: 4 ft. 3 in.

Weight: 172 lbs.

Distinguishing Characteristics

Loads of well-kept gear; flowing hair and beard

Background

Salem has never been one to settle for the easy answer. Even in his youth he was an unending font of questions, amusing his parents but infuriating his “hidebound and traditional” teachers. When it came time to apprentice in a career, he asked his usual question: “Why?”

This isn’t a question his people abide, and he soon found it to his advantage to leave the dwarven lands. He’s since wandered far and wide, seen many great sights, and done things most dwarves only dismiss with a booming harumph. He’s remarkably adept at the adventuring lifestyle, twisting dwarven scholarship to come to odd but effective conclusions.

One of Salem’s prides is an odd piece of magery, a non-firing pistol he calls Locktongue, which has helped him out of more than one scrape.





ACTION DICE

6 STARTING DICE
d4 DIE TYPE



Salem Ironring

CHARACTER NAME

Explorer 3

FIRST CLASS/LEVEL

Dwarf

SPECIES/TALENT

SECOND CLASS/LEVEL

Adventurer

SPECIALTY

THIRD CLASS/LEVEL

Male

76

4' 3"

172 lbs.

Brown

White

PLAYER NAME

CURRENT XP

NEXT LEVEL

GENDER

AGE

HEIGHT

WEIGHT

EYES

HAIR

PHYSICAL ATTRIBUTES

MENTAL ATTRIBUTES

ATTRIBUTE NAME

SCORE

MODIFIER

IMPAIRED SCORE

IMPAIRED MODIFIER

STR

12

+1

DEX

10

+0

CON

16

+3

INT

16

+3

WIS

14

+2

CHA

10

+0

SKILLS

MAX RANKS 6

ORIGIN SKILL

SKILL NAME

SUGGESTED ATTRIBUTES

SKILL BONUS

RANKS

ATTRIBUTE MOD.

MISC. MOD.

THREAT RANGE

ACROBATICS

DEX

+6

= 6

+ 0

+

ATHLETICS

STR

+6

= 5

+ 1

+

BLEND

CHA

+3

= 3

+ 0

+

BLUFF

CHA

=

+

+

CRAFTING *

INT

+7

= 4

+ 3

+

DISGUISE

CHA

=

+

+

HAGGLE

WIS

+7

= 5

+ 2

+

IMPRESS

CHA

=

+

+

INTIMIDATE

WIS

=

+

+

INVESTIGATE

WIS

+5

= 3

+ 2

+

MEDICINE

INT

=

+

+

NOTICE

WIS

+8

= 6

+ 2

+

PRESTIDIGITATION

DEX

+6

= 6

+ 0

+

RESOLVE

CON

+5

= 2

+ 3

+

RIDE *

DEX

+1

= 1

+ 0

+

SEARCH

INT

+8

= 5

+ 3

+

SENSE MOTIVE

WIS

=

+

+

SNEAK

DEX

+5

= 5

+ 0

+

SURVIVAL

WIS

+5

= 3

+ 2

+

TACTICS

INT

=

+

+

FOCUSES

INTERESTS

TOTAL STUDIES 3

CRAFTING

RIDE

Language: Dwarvish

Study: Dwarf Lands

Land Vehicles

Language: Common

Study: The Realm

Study: Architecture

SUBPLOTS

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COIN

LIFESTYLE

TOTAL LIFESTYLE 2

COIN IN HAND

7s

PANACHE

1

PRUDENCE

1

STAKE

APPEARANCE BONUS

0

MONEY SAVED/EARNED

20 %

INCOME

10s

NON-COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS

NAME

NOTES

NAME

NOTES

Adventurer's Luck

Roll treasure twice, keeping both results

Glory-Bound

May purchase Heroic Renown for 20 Rep per rank

Bookworm I

Make Research checks in 1/2 time (rounded up)

More than Luck

+1 starting action die (already factored in)

Darkvision I

Ignore effects of dim and faint light

Restricted Actions

When making Jump and Swim checks, your result may not exceed 15 and your error range increases by 2

Enlightened Crafting

Maximum Crafting rank is 8

Tomb Raider

Always succeed with Athletics/Search checks with DCs up to 23, and opposed checks with these skills (same)

Fortunate

Start with 2 bonus action dice (already factored in)

Friends All Over

Contact: Kara the Gypsy (see Contacts)



DEFENSE

12

TOTAL

= 10 +

2

CLASS BONUS

+

0

DEX MOD.

+

SIZE MOD.

+

MISC. MOD.

-

ARMOR MOD.

VITALITY

36

TOTAL

CURRENT

WOUNDS

17

TOTAL

CURRENT

CRITICAL INJURIES

SUBDUAL

CURRENT

□□□□

FATIGUED

STRESS

CURRENT

□□□□

SHAKEN

CONDITIONS

SIZE

FOOTPRINT

REACH

Medium

1x1

1

GROUND SPEED

OTHER SPEED

TRAVEL SPEED

BASE

BASE

MPH

20 ft.

2

PROFICIENCIES

PROFICIENT	FORTE		PROFICIENT	FORTE	
■	□	UNARMED	□	□	BOWS
■	□	BLUNT	□	□	BLACK POWDER
■	■	EDGED	□	□	SIEGE WEAPONS
■	□	HURLED			

INITIATIVE

+2

TOTAL

=

2

CLASS BONUS

+

0

DEX MOD.

+

MISC. MOD.

BASE ATTACKS

SAVING THROWS

ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+3	2	1		FORTITUDE	+6	3	3	
MELEE	+3	2	1		REFLEX	+5	2	0	3
RANGED	+2	2	0		WILL	+3	1	2	

WEAPONS

Battle axe

+4

1d10+1

19

S/2

6

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

AP 2, trip

QUALITIES/UPGRADES

WEAPON 2

Long knife

+4

1d6+1

19

T/1

2

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

finesse, keen 4

QUALITIES/UPGRADES

WEAPON 3

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

QUALITIES/UPGRADES

WEAPON 4

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

QUALITIES/UPGRADES

ARMOR

Thick hide

3

DR

DP

ACP

SPEED

WGT

DISGUISE

RESISTANCES

natural

UPGRADES

COMBAT ACTIONS

ACTION	BONUS/MOVE	TIME	EFFECT
Attack Actions			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+6	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+6	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple *	+6	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+2	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+2	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+5	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+6	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

Initiative Actions			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate	+2	half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod. (+1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract	+0	half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds

Movement Actions			
Standard Move	20 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	80 ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	20 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

* The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

COMBAT ABILITIES: CLASS ABILITIES, FEATS, TRICKS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES
Improved Stability	Size counts as Large for carrying capacity, Trample attacks, and resisting Bull Rush/Trip attempts when standing firmly on the ground	Quick Draw	Handle Item as a free action (twice per round)
Iron Gut	+2 with saves vs. disease and poison	Restricted Actions	When making Kick attacks, your result may not exceed 15 and your error range increases by 2
Lightning Reflexes	+3 with Reflex saves (already factored in)	Thick Hide	DR 2 when unarmored (does not stack with armor)
	Roll twice for Initiative, keeping preferred result		



COMBAT



CARRYING CAPACITY

LIGHT LOAD Up to 140 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 141-420

OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 421+

LIFT (2 × HEAVY LOAD, NO MOVEMENT) 840

PUSH/DRAW (2 × HEAVY LOAD, 1/4 SPEED) 840



REPUTATION AND RENOWN

LEGEND _____ REPUTATION _____ RENOWN _____

HEROIC RENOWN _____ TITLE _____

MILITARY RENOWN _____ TITLE _____

NOBLE RENOWN _____ TITLE _____

GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
<i>Backpack</i>	+2 Str for carrying	S/-	Soft 2	3	<i>Pouches (5)</i>	Hold 50 coins each	D/-	Soft 1	-
<i>Block/tackle</i>	+4 Str for lifting	M/2	Hard 3	25	<i>Magnifying glass</i>	Enlarges details	T/1	Brittle 1	0.5
<i>50 ft. hemp rope</i>	Supports 1,000 lbs.	S/2	Soft 2	10	<i>Tinderbox</i>	Starts fire in 1 round	D/2	Hard 1	0.5
<i>Grappling hook</i>	+2 Climb with rope	T/1	Hard 2	4	<i>Thieves' tools</i>	For Disarm checks	D/2	Hard 1	1
<i>Map, detailed</i>	See rules reference	T/2	Brittle 1	0.1	<i>Sextant</i>	+2 to navigate Know.	F/1	Brittle 1	1
<i>Spyglass</i>	x2 vision increment	T/1	Hard 2	3	<i>"Locktongue"</i>	See Magic Items	T/1	Solid 3	3
<i>Astrolabe</i>	Tells day/month/year	T/2	Hard 2	10	<i>Pipe</i>	+2 Concentrate	D/1	Hard 1	0.1
<i>Bedroll</i>	Cold Resistance 4	S/-	Soft 1	3					
<i>Rations (7)</i>	Feeds 1 for 1 day each	T/2	Hard 1	5					
<i>Waterskin</i>	Holds 2 quarts	T/1	Soft 1	5.5	<i>Total Encumbrance</i>				82.7

MOUNT

NAME _____ SIZE (FOOTPRINT)/REACH _____ (_____) / _____ SPEED _____ TRAVEL _____

ATTRIBUTES _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____

SKILLS _____

QUALITIES _____

ATTACKS _____

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____

QUALITIES _____

CONTACT 1

NAME Kara the Gypsy TRUST As SIZE/REACH M/1 SPEED 30'

ATTRIBUTES Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12 REP COST 50

INIT +4 ATK +2 DEF 14 RES +1 HEALTH 30/10 COMP +2

SKILLS Bluff +7, Impress +7, Sense Motive +8, Spellcasting +4

QUALITIES Basic Skill Mastery (Actor), Lady Luck's Smile, Spell Defense I

ATTACKS Dagger (dmg 1d6; threat 19; qualities: bleed, hurl)

GEAR Wagon, mage's pouch; Spells: Locate Object, Scrye I

CONTACT 2

NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____

ATTRIBUTES _____ REP COST _____

INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____

SKILLS _____

QUALITIES _____

ATTACKS _____

GEAR _____

HOLDING 1

NAME _____ SCALE _____ GUESTS _____ / MAX _____

UPGRADES _____

REP. COST _____

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____

UPGRADES _____

REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST
<i>Locktongue (non-firing pistol)</i>	3	None	<i>Spell Effect (Knock, once per scene)</i>	2
			As a half action, touch Locktongue to a door,	
			lock, container, or restraint with a Complexity	
			up to 15, opening or releasing it	
			Alternately, suppress an Arcane Lock for 3 min.	



GEAR AND PRIZES



SALEM IRONRING: RULES REFERENCE

ACTION DICE

In addition to any options provided by abilities and other character options, you may spend action dice in the following ways.

- **Boost a Die Roll:** You may spend 1 action die to boost an attack check, skill check, Knowledge check, or saving throw you make. You may also spend 1 action die to boost a lethal, stress, or subdual damage result. The choice to boost may be made *after* the dice are rolled, so long as the outcome has not yet been described. When boosting, an action die “explodes” when it rolls the highest natural number possible (e.g. a 6 on a d6). You roll the action die again, adding the new result to the previous one. An action die may explode multiple times, resulting in an extremely high boost. An action die may only boost a check or result when dice are rolled. Thus, you may *not* boost a skill check when you take 10 or 20.
- **Boost Your Defense:** At the start of any combat round, you may spend 1 action die to boost your Defense by 2 for a number of rounds equal to the die’s result. This action die may explode as described above. You may only benefit from 1 action die boost to Defense at any time and the result of a new die spent to boost Defense replaces the old one, even if it’s lower.
- **Activate a Threat:** When you score a threat with an attack or skill check, you may spend 1 or more action dice to activate it as a critical hit or success (*see pages 207 and 65, respectively*). The choice to activate must be made before additional (e.g. damage) dice are rolled and/or the outcome is described.
- **Activate an Opponent’s Error:** When an opponent within your line of sight suffers an error with an attack or skill check, you may spend 1 or more action dice to activate it as a critical miss or failure (*see pages 208 and 65*). The choice to activate must be made before additional dice are rolled and/or the outcome is described.
- **Heal Yourself:** Outside combat, you may spend and roll any number of action dice to regain vitality or wounds. For each action die spent, you regain an amount of vitality equal to the action die’s result, and 2 wounds. During combat, you must take a Refresh action before you can spend an action die to regain vitality or wounds (*see the Refresh action, page 220*). You may only do this while conscious.

SPECIES

Darkvision I: You ignore the effects of dim and faint light.

Enlightened Crafting: Your maximum Crafting rank is 8.

Improved Stability: You’re considered Large for carrying capacity, Trample attacks, and resisting Bull Rush and Trip attempts so long as you’re standing firmly on the ground and not climbing, flying, or riding.

Iron Gut: You gain a +2 insight bonus with saving throws vs. disease and poisons.

Restricted Actions: Your Kick attacks, as well as your Jump and Swim checks, are considered untrained (your result may not exceed 15 and your error range increases by 2).

Thick Hide 2: You’re considered to be wearing partial armor that provides DR 2. This does not stack with DR from armor.

SPECIALTY, CLASS, & FEATS

Adventurer’s Luck: Each time your party rolls for treasure you may roll twice, keeping both results. This benefit only applies once per Treasure roll, no matter how many characters possess this feat.

Bookworm I: You can ‘walk up to the right part of a library’ or ‘flip open a book to the right page’ with eerie accuracy. You make Research checks (*see page 77*) in 1/2 the usual time (rounded up).

Friends All Over: You have a contact: Kara the Gypsy, whose stats can be found on the Gear & Prizes page. Once per adventure you may spend 1d6 hours and 1 action die to summon Kara, even if you’re nowhere near her residence, so long as there are at least 40 people within a 25-mile radius. No skill check is required to secure Kara’s help — she automatically assists you unless the undertaking is life-threatening, or the GM decides Kara is opposed and she makes a Resolve check (DC 30).

Lightning Reflexes: Your base Reflex save bonus increases by +3 (already factored in). You may also roll twice when making Initiative checks, keeping the result you prefer.

Quick Draw: Twice per round, you may Handle an Item as a free action (e.g. drawing or sheathing a weapon, picking an item up, etc.).

Tomb Raider: You’re familiar with all manner of dangerous locations — how to get in, and how to get out alive. Each time you fail an Athletics or Search check and don’t suffer an error, you still succeed as long as the check DC (or your opponent’s check result) is 23 or less. If several grades of success are possible, you achieve only the lowest possible positive result.

GEAR, CONTACT, & MAGIC ITEMS

Armor-Piercing (AP): The weapon or attack ignores the listed Damage Reduction.

Basic Skill Mastery (Actor): Kara gains a +2 insight bonus and a threat range of 19–20 with Bluff and Impress checks (factored in).

Bleed: A target struck with this weapon must make a successful Fort save (DC equal to the damage after DR and Resistances) or begin *bleeding* (1 subdual dmg or 1d4 lethal dmg at the end of each round).

Finesse: You use the higher of your Strength or Dexterity modifiers when rolling the weapon’s damage (this is already factored in).

Hurl: A character with the Hurling proficiency may throw this weapon with a range of 15 ft. × 2.

Keen: The damage rises by the listed amount when determining critical injuries and massive damage (*see Fantasy Craft, page 208*).

Knock: Once per scene as a half action, you may touch Locktongue to a door, lock, container, or restraint with a Complexity up to 15, opening or releasing it. Alternately, you may suppress 1 Arcane Lock for 3 minutes (again as a half action).

Lady Luck’s Smile: When Kara rolls an action die, it explodes on its highest or second highest natural result (e.g. 5–6 on a d6).

Locate Object (Level 2): As a 1-minute cast, Kara may sense the direction of a familiar object, or the nearest object of a general type (e.g. sword, coin, jewel, etc.). This spell lasts 3 hours.

Map, Detailed: When trekking through the depicted area, your Travel Speed increases by 1 MPH and you gain a +2 gear bonus with area Knowledge checks and Survival checks to avoid getting lost.

Scrye I (Level 1): As a 10-minute cast, Kara may project her vision and hearing to 1 fixed, familiar location up to 1,000 ft. away for up to 3 minutes. While projecting, she cannot see or hear from her body.

Spell Defense I: A minimum Spellcasting result of 15 is required for a spell to affect Kara.

Trip: When wielding this weapon, you gain a +2 gear bonus with Trip actions (*see page 221*). With a ranged attack, you may try to Trip opponents in Close Quarters (Beyond Reach, up to 30 ft.)

ASPEN — ROOTWALKER KEEPER

Age: Indeterminate

Height: 14 ft. 3 in.

Weight: 272 lbs.

Distinguishing Characteristics

Four arms; extensive body paint and carvings

Background

Aspen has wandered the world for ages, a self-appointed healer of all living things. “He” remembers centuries of history: the rise and fall of nations and cities, wars, plagues, and the fury of legendary storms and monsters. He reckons time in unique ways, and so his exact memories are spotty, but he occasionally shares anecdotes with “been there” authenticity, amazing those who stop to listen.

Aspen has a fondness for the dwarf Salem Ironring, sharing the explorer’s wanderlust, though he sometimes finds Salem’s need for answers a touch shortsighted. Aspen’s always ready to tend a wound or lend a hand (or branch, as it were), and his remarkable ability to spot a lie has helped the party through many dicey situations. His knowledge is often questioned but never doubted.





ACTION DICE

3 STARTING DICE d4 DIE TYPE



Aspen

CHARACTER NAME

Keeper 3

FIRST CLASS/LEVEL

PLAYER NAME

N/A

GENDER

N/A

AGE

14' 3"

HEIGHT

272 lbs.

WEIGHT

Hollow

EYES

None

HAIR

Rootwalker

SPECIES/TALENT

SECOND CLASS/LEVEL

CURRENT XP

NEXT LEVEL

Mystic

SPECIALTY

THIRD CLASS/LEVEL

PHYSICAL ATTRIBUTES

ATTRIBUTE NAME

SCORE

MODIFIER

IMPAIRED SCORE

IMPAIRED MODIFIER

STR

14

+2

STRENGTH

DEX

12

+1

DEXTERITY

CON

12

+1

CONSTITUTION

MENTAL ATTRIBUTES

ATTRIBUTE NAME

SCORE

MODIFIER

IMPAIRED SCORE

IMPAIRED MODIFIER

INT

14

+2

INTELLIGENCE

WIS

14

+2

WISDOM

CHA

11

+0

CHARISMA

SKILLS

MAX RANKS

6

ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	DEX						<input type="checkbox"/>	MEDICINE	INT	+7	5	2		
<input checked="" type="checkbox"/>	ATHLETICS	STR	+8	6	2			<input type="checkbox"/>	NOTICE	WIS	+7	5	2		
<input checked="" type="checkbox"/>	BLEND	CHA	+5	5	0			<input type="checkbox"/>	PRESTIDIGITATION	DEX					
<input type="checkbox"/>	BLUFF	CHA	+5	5	0			<input type="checkbox"/>	RESOLVE	CON	+5	4	1		
<input type="checkbox"/>	CRAFTING *	INT	+6	4	2			<input type="checkbox"/>	RIDE *	DEX					
<input type="checkbox"/>	DISGUISE	CHA						<input type="checkbox"/>	SEARCH	INT	+9	5	2	2	19-20
<input type="checkbox"/>	HAGGLE	WIS	+7	5	2			<input type="checkbox"/>	SENSE MOTIVE	WIS	+13	11	2		
<input type="checkbox"/>	IMPRESS	CHA	+5	5	0			<input type="checkbox"/>	SNEAK	DEX					
<input type="checkbox"/>	INTIMIDATE	WIS						<input type="checkbox"/>	SURVIVAL	WIS					
<input type="checkbox"/>	INVESTIGATE	WIS	+9	5	2	2	19-20	<input type="checkbox"/>	TACTICS	INT	+5	3	2		

FOCUSES

INTERESTS

TOTAL STUDIES

4

CRAFTING

Woodcarving

Painting

RIDE

Language: Rootwalker

Language: Common

Language: Drakish

Study: Rootwalker Lands

Study: The Realm

Study: Arcana

Study: Nature

SUBPLOTS

☐ COMPLETED

☐ COMPLETED

☐ COMPLETED

COIN

LIFESTYLE

TOTAL LIFESTYLE

3

COIN IN HAND

13s

PANACHE

3

PRUDENCE

0

STAKE

APPEARANCE BONUS

+1

MONEY SAVED/EARNED

15 %

INCOME

30s

NON-COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES
Aquatic I	You may hold your breath for 165 minutes.	Man of Reason	Always succeed w/ Crafting/Medicine checks with DCs
BSM (Investigator)	+2 and 19-20 threat w/ Invest. and Search (factored in)		up to 23, and opposed checks with these skills (same)
Bright Idea	Roll Int, Wis, or Cha check twice, keeping the preferred result (once per scene)	Natural Camouflage	+5 with Blend checks in forest or jungle
Lean Season	You require only 1 common meal per day (instead of 3)	Plant	Immune to diseases, poisons, and sneak attack damage, as well as fixated, paralyzed, and sickened conditions
Light Sleeper	Sleeping is never a Terminal Situation for you	Teacher	Share BSM (Investigator) feat w/ team (once per scene)



DEFENSE **13** = 10 + **3** + **1** + **-1** + _____ - _____
TOTAL CLASS BONUS DEX MOD. SIZE MOD. MISC. MOD. ARMOR MOD.

VITALITY **21** _____ **WOUNDS** **16** _____
TOTAL CURRENT TOTAL CURRENT

CRITICAL INJURIES

SUBDUAL _____ ☐☐☐☐ **STRESS** _____ ☐☐☐☐
CURRENT FATIGUED CURRENT SHAKEN

CONDITIONS

SIZE		
SIZE	FOOTPRINT	REACH
Large	2x2	1

GROUND SPEED	OTHER SPEED	TRAVEL SPEED
BASE	BASE	MPH
30 ft.		3

PROFICIENCIES

PROFICIENT	FORTE		PROFICIENT	FORTE	
<input type="checkbox"/>	<input type="checkbox"/>	UNARMED	<input type="checkbox"/>	<input type="checkbox"/>	BOWS
<input type="checkbox"/>	<input type="checkbox"/>	BLUNT	<input type="checkbox"/>	<input type="checkbox"/>	BLACK POWDER
<input type="checkbox"/>	<input type="checkbox"/>	EDGED	<input type="checkbox"/>	<input type="checkbox"/>	SIEGE WEAPONS
<input type="checkbox"/>	<input type="checkbox"/>	HURLED			

INITIATIVE **+2** = **1** + **1** + _____
TOTAL CLASS BONUS DEX MOD. MISC. MOD.

BASE ATTACKS					SAVING THROWS				
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+3	= 1	+ 2	+ _____	FORTITUDE	+2	= 1	+ 1	+ _____
MELEE	+3	= 1	+ 2	+ _____	REFLEX	+0	= 1	+ 1	+ -2
RANGED	+2	= 1	+ 1	+ _____	WILL	+4	= 3	+ 1	+ _____

<div>WEAPON 1</div>	<div>WEAPONS</div>						
	Unarmed		+4	1d4+2	20	-	-
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	None						
	RNG	SHOTS	QUALITIES/UPGRADES				

TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
RNG	SHOTS	QUALITIES/UPGRADES				

TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
RNG	SHOTS	QUALITIES/UPGRADES				

TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
RNG	SHOTS	QUALITIES/UPGRADES				

ARMOR					
	Thick hide	2			
	TYPE	DR	DP	ACP	SPEED
	DISGUISE	RESISTANCES		natural	
	UPGRADES				

COMBAT ACTIONS

ACTION	BONUS/MOVE	TIME	EFFECT
Attack Actions			
Standard Attack	_____	half	1 attack against 1 target
Bull Rush *	+8	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace	_____	full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *	_____	half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+1	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple *	+8	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel	_____	full	Unarmed attack: hit = triple subdual damage
Taunt	+13	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+2	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+5	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+1	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

Initiative Actions			
Aim	_____	half	(Unmoving target only) +1 with Standard Attack
Anticipate	+13	half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod. (+1) for 1 full round
Delay	_____	free	-1 Initiative for this round; max (10 + Init bonus) times
Distract	+6	half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready	_____	full	1 half action taken later during this round
Refresh	_____	1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds

Movement Actions			
Standard Move	30 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	120 ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	30 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

* The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

COMBAT ABILITIES: CLASS ABILITIES, FEATS, TRICKS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES
<i>Achille's Heel (Fire)</i>	When you suffer fire dmg, you suffer equal lethal dmg	<i>Thick Hide</i>	DR 2 when unarmored (does not stack with armor)
<i>Bleeding Immunity</i>	Immune to bleeding condition	<i>Wrestling Basics</i>	+1 to Defense vs. adjacent opponents;
<i>Lumbering</i>	-2 with Ref saves (factored in); flanked w/ 2 adjacent		(Stance) Once per round when you have 2 hands free
<i>Many-Armed</i>	May hold six 1h, four 1h and one 2h, or two 1h and		and an opponent misses you with an unarmed or melee
	two 2h items or weapons and may Handle an Item as a		attack, you may Grapple or Trip him as a free action;
	free action; +1 with Grapples per 2 free hands (max. +3)		you may not move in this stance (except Bonus Steps)



CARRYING CAPACITY

LIGHT LOAD Up to 180 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 181-540

OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 541+

LIFT (2 × HEAVY LOAD, NO MOVEMENT) 1,080

PUSH/DRAW (2 × HEAVY LOAD, 1/4 SPEED) 1,080



REPUTATION AND RENOWN

LEGEND _____ REPUTATION _____ RENOWN _____

HEROIC RENOWN _____ TITLE _____

MILITARY RENOWN _____ TITLE _____

NOBLE RENOWN _____ TITLE _____

GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
<i>Backpack</i>	+2 Str for carrying	M/-	Soft 2	3	<i>Fresh food (9)</i>	Negates sickened	T/2	Brittle 1	9
<i>Doctor's bag</i>	For Medicine checks	D/2	Soft 1	2	<i>Waterskin</i>	Holds 2 quarts	T/1	Soft 1	5.5
<i>Carver's kit</i>	For Crafting checks	D/2	Hard 1	3					
<i>Body paint (3)</i>	+2 Blend (urban)	T/2	Soft 1	0.25					
<i>Balm (3)</i>	x2 vitality heal	T/2	Soft 1	1					
<i>Bandages (10)</i>	Negates bleeding	T/2	Soft 1	0.5					
<i>Leeches (4 hours)</i>	x2 subdual heal	F/1	Brittle 1	0.5					
<i>Ointment (3)</i>	Re-roll disease save	F/1	Brittle 1	0.25					
<i>Salve (3)</i>	x2 wound heal	T/2	Soft 1	1					
<i>Tonic (3)</i>	Save vs. poison	F/1	Brittle 1	0.25	<i>Total Encumbrance</i>				33.25

MOUNT

NAME _____ SIZE (FOOTPRINT)/REACH _____ (_____) / _____ SPEED _____ TRAVEL _____

ATTRIBUTES _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____

SKILLS _____

QUALITIES _____

ATTACKS _____

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____

QUALITIES _____

CONTACT 1

CONTACT 2

NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____ NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____

ATTRIBUTES _____ REP COST _____ ATTRIBUTES _____ REP COST _____

INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____

SKILLS _____ SKILLS _____

QUALITIES _____ QUALITIES _____

ATTACKS _____ ATTACKS _____

GEAR _____ GEAR _____

HOLDING 1

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____ NAME _____ SCALE _____ GUESTS _____ / MAX _____

UPGRADES _____ UPGRADES _____

_____ REP. COST _____ _____ REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



GEAR AND PRIZES



SPELL LIST

SPELLCASTING ABILITIES: CLASS ABILITIES, FEATS, PATHS, AND OTHER OPTIONS

SPELLS

ASPEN: RULES REFERENCE

ACTION DICE

In addition to any options provided by abilities and other character options, you may spend action dice in the following ways.

- **Boost a Die Roll:** You may spend 1 action die to boost an attack check, skill check, Knowledge check, or saving throw you make. You may also spend 1 action die to boost a lethal, stress, or subdual damage result. The choice to boost may be made *after* the dice are rolled, so long as the outcome has not yet been described. When boosting, an action die “explodes” when it rolls the highest natural number possible (e.g. a 6 on a d6). You roll the action die again, adding the new result to the previous one. An action die may explode multiple times, resulting in an extremely high boost. An action die may only boost a check or result when dice are rolled. Thus, you may *not* boost a skill check when you take 10 or 20.
- **Boost Your Defense:** At the start of any combat round, you may spend 1 action die to boost your Defense by 2 for a number of rounds equal to the die’s result. This action die may explode as described above. You may only benefit from 1 action die boost to Defense at any time and the result of a new die spent to boost Defense replaces the old one, even if it’s lower.
- **Activate a Threat:** When you score a threat with an attack or skill check, you may spend 1 or more action dice to activate it as a critical hit or success (*see Fantasy Craft, pages 207 and 65, respectively*). The choice to activate must be made before additional (e.g. damage) dice are rolled and/or the outcome is described.
- **Activate an Opponent’s Error:** When an opponent within your line of sight suffers an error with an attack or skill check, you may spend 1 or more action dice to activate it as a critical miss or failure (*see pages 208 and 65*). The choice to activate must be made before additional dice are rolled and/or the outcome is described.
- **Heal Yourself:** Outside combat, you may spend and roll any number of action dice to regain vitality or wounds. For each action die spent, you regain an amount of vitality equal to the action die’s result, and 2 wounds. During combat, you must take a Refresh action before you can spend an action die to regain vitality or wounds (*see the Refresh action, Fantasy Craft, page 220*). You may not spend action dice to heal while unconscious.

SPECIES

Achilles Heel (Fire): When you suffer fire damage, you also suffer an equal amount of lethal damage.

Bleeding Immunity: You’re immune to bleeding (*see page 212*).

Lean Season: You require only 1 common meal per day.

Lumbering: You suffer a –2 penalty with Reflex saves and become *flanked* any time two opponents are adjacent to you. (*see page 213*)

Natural Camouflage: You gain a +5 gear bonus with Blend checks while in forest or jungle.

Plant: You are an animate plant, immune to diseases, poisons, and sneak attack damage, as well as the *fixated*, *paralyzed*, and *sickened* conditions. You also have the following qualities.

Aquatic I: You may hold your breath for 165 minutes.

Light Sleeper: Sleeping is never a Terminal Situation for you, which means can’t be easily killed while you’re out (*see page 217*).

Thick Hide 2: You’re considered to be wearing partial armor that provides DR 2. This does not stack with DR from armor.

SPECIALTY, CLASS, & FEATS

Attribute Training: The lower of your Constitution or Charisma scores increases by 1 (this is already factored in on your sheet).

Basic Skill Mastery (Investigator): You gain a +2 insight bonus and a threat range of 19–20 with Investigate and Search checks (this is already factored in on your character sheet).

Bright Idea: Once per session when making an Int-, Wis-, or Cha-based skill check, you may roll twice, keeping the result you prefer.

The Gift: You know and may cast Create Water and Touch of Light, each with a Casting Level of 1 (*see below*). You may automatically cast these spells (without a check) a total of 3 times per scene.

Inquisitive Mind: You gain 2 additional Interests (already factored).

Man of Reason: You’re well-versed in the most advanced techniques of your time. Whenever you fail a Crafting or Medicine check and don’t suffer an error, you still succeed as long as the check DC (or your opponent’s check result) is 23 or less. If several grades of success are possible, you achieve only the lowest possible positive result.

Many-Armed: You may hold and arm up to six 1-handed, four 1-handed and one 2-handed, or two 1-handed and two 2-handed weapons or objects. Also, each round that you hold no more than this, you may Handle an Item as a free action. You also gain a +1 bonus with skill checks made as part of a Grapple action per two of your hands that are free (max. +3). Many-Armed does *not* grant additional attacks.

Paired Skills: Each time you gain 1 or more ranks in the Investigate skill, you gain equal ranks in the Medicine skill. This may not increase your Medicine skill beyond its maximum rank.

Sharp Mind: You gain +1 skill point per level (already factored in).

Teacher: You’re a skilled teacher. Once per scene as a free action, you may temporarily grant your teammates your Basic Skill Mastery (Investigator) feat until the end of the scene.

Trade Secrets: Your maximum Sense Motive rank is 11.

Wrestling Basics: You gain a +1 bonus to Defense against adjacent opponents. Also, you gain a stance.

Open Stance (Stance): Once per round when you have 2 hands free and an opponent misses you with a melee or unarmed attack, you may immediately Grapple or Trip him as a free action. You may not take move actions (though you may still take 5-ft. Bonus Steps as normal).

GEAR & SPELLS

Create Water (Level 0): As a half action, you may create up to 2 gallons of drinkable water. If desired, the water may appear in any open container within 50 ft.

Double: This single weapon can be used to repeatedly batter an opponent. You may use ‘Two-Weapon’ feat abilities with it (though you have none of these abilities at this time).

Reach: Your Reach increases by the listed amount with this weapon.

Subdual Damage: Subdual damage is not applied to vitality and wounds. Rather, each time a special character suffers subdual damage, he must make a Fortitude save (DC 10 + 1/2 his total subdual damage, rounded down). With failure, he becomes *fatigued* (or his *fatigued* grade increases by 1), and his total subdual damage resets to 0 (*see page 213*).

Touch of Light (Level 0): As a full action, you may heal 1 damage on a standard character or 1 vitality on a special character.

Trip: When wielding this weapon, you gain a +2 gear bonus with Trip actions (*see page 221*). With a ranged attack, you may try to Trip opponents in Close Quarters (Beyond Reach, up to 30 ft.)

JIRO KONATA — HUMAN LANCER

Age: 26

Height: 5 ft. 7 in.

Weight: 145 lbs.

Distinguishing Characteristics

Exotic armor; ready wink; macho swagger

Background

Jiro is the second son of a minor noble family in the exotic east. He grew up an infantry spearman in the vast armies of his lord, trained from a young age to serve without question and lay down his life on command. As he matured he trained as a cavalryman, and now he excels on or off horseback. His skill with spears is the product of years of brutal training and discipline, and few who face him leave under their own power.

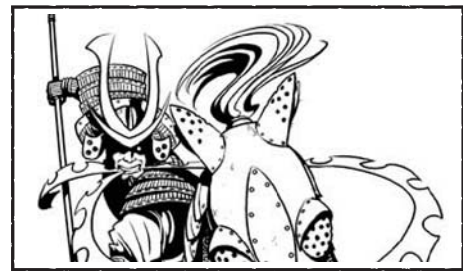
It is fortunate, then, that a killer as proficient as Jiro would also be so good-natured. He laughs loud and long, even at bad jokes, and loves to strut theatrically, especially before women. His friendship with the laconic Hro is something of a mystery but the men are loyal friends and strong warriors, and the party greatly prizes their fighting skills.





ACTION DICE

3 STARTING DICE
d4 DIE TYPE



Jiro Konata		Single-Minded		Cavalier	
CHARACTER NAME		SPECIES/TALENT		SPECIALTY	
Lancer 3					
FIRST CLASS/LEVEL		SECOND CLASS/LEVEL		THIRD CLASS/LEVEL	
PLAYER NAME		CURRENT XP		NEXT LEVEL	
Male	26	5' 7"	145 lbs.	Focused	Streaked
GENDER	AGE	HEIGHT	WEIGHT	EYES	HAIR

PHYSICAL ATTRIBUTES			MENTAL ATTRIBUTES		
ATTRIBUTE NAME	SCORE	MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER
STR STRENGTH	14	+2	INT INTELLIGENCE	10	+0
DEX DEXTERITY	14	+2	WIS WISDOM	14	+2
CON CONSTITUTION	14	+2	CHA CHARISMA	12	+1

SKILLS												MAX RANKS			
ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
■	ACROBATICS	DEX	+4	2	2			□	MEDICINE	INT					
□	ATHLETICS	STR	+5	3	2			□	NOTICE	WIS	+4	2	2		
□	BLEND	CHA						□	PRESTIDIGITATION	DEX					
□	BLUFF	CHA						□	RESOLVE	CON	+6	4	2		
□	CRAFTING *	INT						□	RIDE *	DEX	+8	6	2		
□	DISGUISE	CHA						■	SEARCH	INT	+1	1	0		
□	HAGGLE	WIS						□	SENSE MOTIVE	WIS					
□	IMPRESS	CHA	+4	3	1			□	SNEAK	DEX					
□	INTIMIDATE	WIS	+3	1	2			□	SURVIVAL	WIS					
□	INVESTIGATE	WIS						□	TACTICS	INT	+2	2	0		

FOCUSES		INTERESTS		TOTAL STUDIES	
CRAFTING		RIDE		4	
		Riding Mounts		Language: Common	
		Water Vehicles		Study: The Realm	
				Study: Horsemanship	
				Study: Etiquette	
				Study: Weaponry	

SUBPLOTS		
□ COMPLETED	□ COMPLETED	□ COMPLETED
□ COMPLETED	□ COMPLETED	□ COMPLETED



COIN		LIFESTYLE		TOTAL LIFESTYLE	
14s		PANACHE 3		1	
COIN IN HAND		APPEARANCE BONUS +2		20 %	
STAKE		INCOME 30s			

NON-COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS			
NAME	NOTES	NAME	NOTES
Born in the Saddle	Always succeed with Intimidate and Ride checks with DCs up to 23, and opposed checks with these skills (results up to 23)	Favored Gear	Double action die for attack/skill checks with Tsuyoi
		Glory-Bound	May purchase Heroic Reputation for 20 Rep per rank
		Mettle	Maximum Resolve rank is 9
Lifetime Companion	Tsuyoi the Warhorse (see Mount - see Gear & Prizes)	Practiced Ride	If check + action die result fails, retain action die
	20% discount with mounts and related gear		



$$\text{INITIATIVE} = \frac{+6}{\text{TOTAL}} = \frac{4}{\text{CLASS BONUS}} + \frac{2}{\text{DEX MOD.}} + \frac{}{\text{MISC. MOD.}}$$

BASE ATTACKS					SAVING THROWS				
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+5 =	3	+ 2	+ _____	FORTITUDE	+4 =	2	+ 2	+ _____
MELEE	+5 =	3	+ 2	+ _____	REFLEX	+2 =	1	+ 2	+ -1
RANGED	+5 =	3	+ 2	+ _____	WILL	+4 =	2	+ 2	+ _____

WEAPONS					
					
<i>Boar spear</i>	+6	1d8+4	19	M/1	10
TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
5x2	bleed, guard +1, hurl, reach +1				
SHOTS	QUALITIES/UPGRADES				

WEAPON 1	<i>Boar spear</i>		+6	1d8+4	19	M/1	10
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	15x2		bleed, guard +1, hurl, reach +1				
WEAPON 2	RNG	SHOTS	QUALITIES/UPGRADES				
	<i>Katana</i>		+6	1d10+4	19	S/1	4
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	RNG	SHOTS	QUALITIES/UPGRADES				
			cavalry, keen 4				

WEAPON 3	<i>Wakizashi</i>		+6	1d8+4	20	T/1	2
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	RNG	SHOTS	AP 2				
WEAPON 4	<i>Short bow</i>		+6	1d6	19	S/2	5
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	20x6	30	standard arrows, cavalry				
RNG		SHOTS	QUALITIES/UPGRADES				

WEAPON 4	<i>Short bow</i>		+6	1d6	19	S/2	5
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	20x6	30	standard arrows, cavalry				
	RNG	SHOTS	QUALITIES/UPGRADES				

				ARMOR					
<i>M. hard. leather</i>		4		-1		+0		-5	
TYPE		DR		DP		ACP		SPEED	
-10		Fire 5				heavy fittings		44	
DISGUISE		RESISTANCES				UPGRADES			

	<i>M. hard. leather</i>	4	-1	+0	-5	44
	TYPE	DR	DP	ACP	SPEED	WGT
	-10	Fire 5	heavy fittings			
	DISGUISE	RESISTANCES		UPGRADES		

ACTION	BONUS/MOVE	TIME	EFFECT
<i>Attack Actions</i>			
Standard Attack	—	half	1 attack against 1 target
Bull Rush *	+4	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace	—	full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *	—	half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+2	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple *	+4	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel	—	full	Unarmed attack: hit = triple subdual damage
Taunt	+0	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+3	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+6	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+3	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

Initiative Actions			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate	<u>+2</u>	half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract	<u>+2</u>	half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds

Movement Actions			
Standard Move	<u>30</u> ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	<u>120</u> ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	30 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

* The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

NAME	NOTES	NAME	NOTES
<i>Armor Basics</i>	Mitigates armor penalties (already factored in)	<i>Spear Basics</i>	+1 Reach with 1h spears; your 2h spears gain bleed
<i>Crunch!</i>	+2 with Str-based damage rolls		(Stance) May wield single 2h melee weapon with 1 hand
<i>Falling Lightning</i>	May substitute Athletics (Str) for melee attack bonus	<i>Spear Mastery</i>	May perform staff and polearm tricks with a spear
	but become flat-footed if you miss (3x per combat)	<i>Spear Supremacy</i>	You may hurl spears (range 15 ft. x 2)
<i>Relentless Attack</i>	If last attack missed, +2 attack vs. same opponent	<i>Triumphant Swing</i>	+3 error to recover 6 vitality with a hit (3x per combat)
<i>Run Through</i>	Add double spear damage with a hit (3x per combat)	<i>War of Attrition</i>	May Tire 3 opponents at once (each resists separately)



CARRYING CAPACITY

LIGHT LOAD Up to 90 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 91-270
OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 271+
LIFT (2 × HEAVY LOAD, NO MOVEMENT) 540
PUSH/DRAW (2 × HEAVY LOAD, 1/4 SPEED) 540



REPUTATION AND RENOWN

LEGEND _____ REPUTATION _____ RENOWN _____
HEROIC RENOWN _____ TITLE _____
MILITARY RENOWN _____ TITLE _____
NOBLE RENOWN _____ TITLE _____

GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
<i>Saddlebags</i>	+2 Str. for carrying	M/-	Soft 2	5	<i>Pouch</i>	Holds 50 coins	Soft 1	D/-	0.5
<i>100 ft. silk rope</i>	Supports 750 lbs.	S/2	Soft 2	5	<i>Magnet</i>	Attracts 2 lbs.	Hard 3	T/1	1
<i>Umbrella</i>	Heat Resistance 4	S/1	Soft 2	3	<i>Whistle</i>	Heard 500'/1m away	Hard 1	D/1	0.1
<i>Hooded lantern</i>	Dim light 50 ft. radius	T/1	Brittle 1	2	<i>Rice balls (3)</i>	+3 Will saves (8 hrs.)	Soft 1	T/2	2
<i>2 pints oil</i>	2d6 fire damage	T/1	Brittle 1	2					
<i>Firesteel</i>	Starts fire in 1 round	D/2	Hard 1	0.5					
<i>Bedroll</i>	Cold Resistance 4	S/-	Soft 1	3					
<i>Grooming case</i>	+1 Appearance bonus	D/1	Brittle 1	2					
<i>Rations (7)</i>	Feeds for 1 day each	T/2	Hard 1	5	<i>Total Encumbrance</i>				68.6
<i>Waterskin</i>	Holds 2 quarts	T/1	Soft 1	5.5	<i>Horse Encumbrance</i> (left column)				33

MOUNT

NAME Tsuyoi (Warhorse) (at TL 1) SIZE (FOOTPRINT)/REACH L (1x2) / 1 SPEED 50 ft. ground TRAVEL 5
ATTRIBUTES Str 14, Dex 12, Con 12, I4, Wis 10, Cha 6 INIT +2 ATK +4 DEF 12 RES +2 * HEALTH 15/18 COMP -
SKILLS Athletics +8, Notice +4 (saves are Fort +3 / Ref +2 / Will +2)
QUALITIES Fearless I (+4 Morale), improved stability (Huge Size for carrying, Trample attacks, and resisting Bull Rush/Trip), Tough (ignore critical 1/scene)
ATTACKS Kick III (dmg 2d8+2; threat 19-20), Trample I (dmg 1d10+2; threat 20; M and smaller targets only)

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
QUALITIES _____

CONTACT 1

NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____ NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____
ATTRIBUTES _____ REP COST _____ ATTRIBUTES _____ REP COST _____
INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____
SKILLS _____ SKILLS _____
QUALITIES _____ QUALITIES _____
ATTACKS _____ ATTACKS _____
GEAR _____ GEAR _____

CONTACT 2

HOLDING 1

NAME _____ SCALE _____ GUESTS _____ / MAX _____ NAME _____ SCALE _____ GUESTS _____ / MAX _____
UPGRADES _____ UPGRADES _____
_____ REP. COST _____ _____ REP. COST _____

HOLDING 2

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



GEAR AND PRIZES



JIRO KONATA: RULES REFERENCE

ACTION DICE

In addition to any options provided by abilities and other character options, you may spend action dice in the following ways.

- **Boost a Die Roll:** You may spend 1 action die to boost an attack check, skill check, Knowledge check, or saving throw you make. You may also spend 1 action die to boost a lethal, stress, or subdual damage result. The choice to boost may be made *after* the dice are rolled, so long as the outcome has not yet been described. When boosting, an action die “explodes” when it rolls the highest natural number possible (e.g. a 6 on a d6). You roll the action die again, adding the new result to the previous one. An action die may explode multiple times, resulting in an extremely high boost. An action die may only boost a check or result when dice are rolled. Thus, you may *not* boost a skill check when you take 10 or 20.
- **Boost Your Defense:** At the start of any combat round, you may spend 1 action die to boost your Defense by 2 for a number of rounds equal to the die’s result. This action die may explode as described above. You may only benefit from 1 action die boost to Defense at any time and the result of a new die spent to boost Defense replaces the old one, even if it’s lower.
- **Activate a Threat:** When you score a threat with an attack or skill check, you may spend 1 or more action dice to activate it as a critical hit or success (*see pages 207 and 65, respectively*). The choice to activate must be made before additional (e.g. damage) dice are rolled and/or the outcome is described.
- **Activate an Opponent’s Error:** When an opponent within your line of sight suffers an error with an attack or skill check, you may spend 1 or more action dice to activate it as a critical miss or failure (*see pages 208 and 65*). The choice to activate must be made before additional dice are rolled and/or the outcome is described.
- **Heal Yourself:** Outside combat, you may spend and roll any number of action dice to regain vitality or wounds. For each action die spent, you regain an amount of vitality equal to the action die’s result, and 2 wounds. During combat, you must take a Refresh action before you can spend an action die to regain vitality or wounds (*see the Refresh action, page 220*). You may only do this while conscious.

ORIGIN, CLASS, & FEATS

Armor Basics: While you wear armor, its Defense penalty drops by 1, its ACP drops by 1, and its Speed penalty drops by 5 ft. (in all cases, minimum 0). These modifiers are already factored in on your sheet.

Born in the Saddle: Each time you fail an Intimidate or Ride check and don’t suffer an error, you still succeed as long as the check DC (or your opponent’s check result) is 23 or less. If several grades of success are possible, you achieve only the lowest possible positive result.

Crunch!: Your Str-based damage rolls inflict 2 additional damage (this is already factored in on your character sheet).

Lifetime Companion: You have a mount, Tsuyoi the Warhorse, whose stats are found under Gear & Prizes. Tsuyoi is a special character with a Threat Level of 1. He gains no action dice but you may spend your action dice on his behalf. Tsuyoi may not control additional characters.

If Tsuyoi dies or is dismissed, you lose Reputation equal to your Career Level (he’s replaced in the following adventure).

Also, you receive a 20% discount with mounts and related gear.

Practiced Ride: If you spend an action die to boost a Ride check and it still fails, you gain the die back after the action is resolved. Against multiple targets you only regain the die if the check fails against all of them.

Spear Basics: When you wield a 1-handed spear its Reach increases by 1, and when you wield a 2-handed spear it gains *bleed* (target hit must make Fort save (DC equal to damage after DR and Resistances) or begin *bleeding*, suffering 1 subdual dmg or 1d4 lethal dmg at the end of each round). This is already factored in on your character sheet. Also, you gain a stance.

Monkey’s Grip (Stance): You may wield a single 2-handed melee weapon with one hand (this is already factored in on your character sheet).

Spear Mastery: You may use a spear to perform staff and polearm tricks. Also, you gain a trick: Falling Lightning (*see below*).

Spear Supremacy: You may hurl spears with a range increment of 15 ft. × 2. Also, you gain a trick: Run Through (*see below*).

War of Attrition: You may Tire up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately.

TRICKS

Falling Lightning (Spear Attack Trick): You may substitute your Athletics (Str) bonus for your melee attack bonus. If the attack misses you become *flat-footed* at the end of your Initiative Count (*see page 213*). You may use this trick up to 3 times per combat.

Relentless Attack (Attack Trick): You can focus completely on one opponent, keeping the pressure on until an attack gets through. If your last attack was also against your current opponent and missed, you gain a +2 bonus with this attack.

Run Through (Spear Bull Rush Trick): You also inflict double your spear damage. You may use this trick up to 3 times per combat.

Triumphant Swing (Melee Attack Trick): Feeling the battle turn in your favor gives you the will to fight on. While attacking a special opponent, you may increase your error range by 3, recovering 1d6 vitality with a hit. With a miss, you become *flat-footed* at the end of your current Initiative Count. You may use this trick up to 3 times per combat.

GEAR & MOUNT

Armor-Piercing (AP): The weapon or attack ignores the listed Damage Reduction.

Cavalry: The weapon is designed for mounted use, negating attack penalties while mounted (*see page 215*).

Fearless I: Tsuyoi gains a +4 bonus with Morale checks.

Hurl: A character with the Hurling proficiency may throw this weapon with a range of 15 ft. × 2.

Improved Stability: Tsuyoi is considered Huge for carrying capacity, Trample attacks, and resisting Bull Rush and Trip attempts so long as he’s standing firmly on the ground.

Keen: The weapon’s damage rises by the listed amount when determining critical injuries and massive damage (*see page 208*).

Reach: Your Reach increases by the listed amount with this weapon. This allows you to attack further away (1 additional 5-ft. square away for each extra point of Reach).

Tough: Once per scene, Tsuyoi may ignore all damage from a single critical hit.

AILAYA — ELF MAGE

Age: 129

Height: 5 ft. 6 in.

Weight: 103 lbs.

Distinguishing Characteristics

Flashy clothes; hauntingly beautiful eyes; lithe grace

Background

The sorceress Ailaya has spent much of her long life pursuing the mysteries of the arcane. She inherited much from her father, the archmage Det'rian, including a gift for magic and the stubborn refusal to live in anyone's shadow — even his. Between her studies at Det'rian's magical college, Ailaya practiced swordplay with “lower born” elves, always choosing the biggest blade she could handle. As one might imagine, her craft hasn't expanded in the traditional way — she's abandoned the high-minded prophesies and enchantments spun by her father in favor of a new path — her own personal path of martial enlightenment and brazen adventure.

Another change in Ailaya's life came with the arrival of the sages, Hamlin and Raelia, who sought a partner for “exploits both mundane and magical.” Lured by Raelia's good nature and Hamlin's promises of adventure, the elven mage signed up for what's become 15 years exploring the ancient wonders of the world, and she's never regretted a minute of it. The trio had to bring on additional muscle a while back, when they “acquired” a 10-pound ruby from the depths of a lich's crypt, and Ailaya sometimes gets a little uppity about it (she likes to think she's packing plenty of muscle herself). Still, this motley crew is about as far from her father's “good name” as she could hope, and getting her hands dirty only helps to prove how very in control she is of her own fate.





ACTION DICE

3 STARTING DICE
d4 DIE TYPE



Ailaya

CHARACTER NAME

Elf

SPECIES/TALENT

Fencer

SPECIALTY

Mage 3

FIRST CLASS/LEVEL

SECOND CLASS/LEVEL

THIRD CLASS/LEVEL

Female

129

5' 6"

103 lbs.

Haunting

Silver

GENDER

AGE

HEIGHT

WEIGHT

EYES

HAIR

PHYSICAL ATTRIBUTES

MENTAL ATTRIBUTES

ATTRIBUTE NAME

SCORE

MODIFIER

IMPAIRED SCORE

IMPAIRED MODIFIER

STR

12

+1

DEX

12

+1

CON

11

+0

INT

17

+3

WIS

16

+3

CHA

12

+1

STRENGTH

INTELLIGENCE

WISDOM

CHARISMA

SKILLS

MAX RANKS 6

ORIGIN SKILL

SKILL NAME

SUGGESTED ATTRIBUTES

SKILL BONUS

RANKS

ATTRIBUTE MOD.

MISC. MOD.

THREAT RANGE

☐

ACROBATICS

DEX

=

+

+

☒

ATHLETICS

STR

+4

=

3

+

1

+

☐

BLEND

CHA

+6

=

5

+

1

+

☐

BLUFF

CHA

=

+

+

☐

CRAFTING *

INT

+7

=

4

+

3

+

☐

DISGUISE

CHA

=

+

+

☐

HAGGLE

WIS

=

+

+

☐

IMPRESS

CHA

+6

=

5

+

1

+

☐

INTIMIDATE

WIS

+8

=

5

+

3

+

☐

INVESTIGATE

WIS

+8

=

5

+

3

+

☐

MEDICINE

INT

=

+

+

☐

NOTICE

WIS

+9

=

6

+

3

+

☐

PRESTIDIGITATION

DEX

+6

=

5

+

1

+

☐

RESOLVE

CON

+6

=

6

+

0

+

☐

RIDE *

DEX

+6

=

5

+

1

+

☐

SEARCH

INT

+6

=

3

+

3

+

☐

SENSE MOTIVE

WIS

+8

=

5

+

3

+

☒

SNEAK

DEX

+4

=

3

+

1

+

☐

SURVIVAL

WIS

=

+

+

☐

TACTICS

INT

=

+

+

FOCUSES

INTERESTS

TOTAL STUDIES 3

CRAFTING

RIDE

Language: Elvish

Study: Elf Lands

Riding Mounts

Language: Common

Study: Games

Air Mounts

Study: Fighting Styles

SUBPLOTS

☐ COMPLETED

☐ COMPLETED

☐ COMPLETED

☐ COMPLETED

☐ COMPLETED

☐ COMPLETED

COIN

LIFESTYLE

TOTAL LIFESTYLE 3

COIN IN HAND

26s

PANACHE

3

PRUDENCE

0

STAKE

APPEARANCE BONUS

+2

MONEY SAVED/EARNED

15 %

INCOME

30s

NON-COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS

NAME

NOTES

NAME

NOTES

Aloof

+2 error range w/ Impress and Sense Motive checks

Natural Elegance

+1 Appearance bonus (already factored in)

targeting other species

Sharp Hearing

Hearing range increments are 160 ft. each

Fey

Natural animals refuse to attack you (and may flee)

Always act during surprise rounds



DEFENSE 15 = 10 + 1 + 1 + 3 -

VITALITY 18 WOUNDS 11

CRITICAL INJURIES

SUBDUAL STRESS

CONDITIONS

SIZE FOOTPRINT REACH Medium 1x1 1

GROUND SPEED OTHER SPEED TRAVEL SPEED BASE 50 ft. BASE MPH 47

PROFICIENCIES

Table with 4 columns: PROFICIENT, FORTE, UNARMED, BOWS, BLUNT, BLACK POWDER, EDGED, SIEGE WEAPONS, HURLED

INITIATIVE +8 = 2 + 1 + 5

BASE ATTACKS SAVING THROWS

Table with 5 columns: ATTACK TYPE, TOTAL, BASE ATTACK, ATTRIBUTE MOD., MISC. MOD. Rows: UNARMED, MELEE, RANGED, FORTITUDE, REFLEX, WILL



WEAPON 1 No-dachi +3 1d12+1 19 M/2 6

WEAPON 2 Throwing knives +2 1d4+1 19 D/1 0.5

WEAPON 3

WEAPON 4



ARMOR

COMBAT ACTIONS

Table with 4 columns: ACTION, BONUS/MOVE, TIME, EFFECT. Rows: Standard Attack, Bull Rush, Coup de Grace, Disarm, Feint, Grapple, Pummel, Taunt, Threaten, Tire, Trip

Initiative Actions Table with 4 columns: ACTION, BONUS/MOVE, TIME, EFFECT. Rows: Aim, Anticipate, Delay, Distract, Ready, Refresh

Movement Actions Table with 4 columns: ACTION, BONUS/MOVE, TIME, EFFECT. Rows: Standard Move, Handle item, Mount/Dismount, Reposition, Run, Total Defense

* The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

COMBAT ABILITIES: CLASS ABILITIES, FEATS, TRICKS, AND OTHER OPTIONS

Table with 4 columns: NAME, NOTES, NAME, NOTES. Rows: Burden of Ages, Fencing Basics, Fast, Keen Sight, Greatsword Basics, Parry



CASTING LEVEL

3

SPELL POINTS

6

SPELLCASTING BONUS

11

TOTAL

6

RANKS

3

INT MOD.

2

MISC. MOD.

SPELLS KNOWN

24

TOTAL

4

RANKS

16

WISDOM SCORE

4

MISC. MOD.

SAVE DC

12

TOTAL

10

1

CHA MOD.

1

FEATS

SPELL LIST

NAME/SCHOOL	LEVEL	CASTING TIME	DISTANCE	AREA	DURATION	SAVING THROW	PREP COST	EFFECT
<i>Feather Fall</i>	0	1 free	Close	30 ft. sphere	3 rounds	-	-	3 characters/objects fall 60 ft./round
<i>Glow I</i>	0	1 half	Touch	60 ft. sphere	30 min. (d)	-	-	30 ft. bright light, 30 ft. dim light
<i>Read Magic</i>	0	1 full	Personal	-	Instant	-	-	Decipher arcane script
<i>Touch of Light</i>	0	1 full	P or T	-	Instant	Will neg.	-	Heal 1 damage or 1 vitality
<i>Water Walk</i>	0	1 half	P or T	-	3 minutes	-	-	Walk on water
<i>Whispers</i>	0	1 free	Local	-	1 minute	-	-	Inaudible conversation
<i>Alarm</i>	1	1 half	Close	20 ft. sphere	6 hours (d)	-	-	Audible or mental alarm
<i>Color Spray</i>	1	1 half	Personal	15 ft. cone	Instant	Will neg.	-	Blind 1d4 rounds + stun 1 round
<i>Cure Wounds I</i>	1	1 full	Touch	-	Instant	Will half	-	Heal 10 damage/10 vitality or 1 wound
<i>Deathwatch **</i>	1	1 half	Personal	30 ft. cone	30 minutes	-	-	Know state of characters in Area
<i>Detect Magic</i>	1	1 half	Personal	60 ft. cone	Conc.+3 min.	-	-	Sense magic in Area
<i>Identify I</i>	1	8 hours	Touch	-	Instant	-	1	Learn details of 1 magic item
<i>Jump</i>	1	1 half	Touch	-	3 minutes (d)	-	-	+9 Jump check bonus, no height limit
<i>Magic Missile</i>	1	1 half	S. Range	-	Instant	-	-	3 missiles, 1d6 force damage each
<i>Magic Weapon I</i>	1	1 full	Touch	-	3 minutes (d)	-	-	+1 magic bonus to attack and damage
<i>Ray of Enfeeblement **</i>	1	1 half	S. Range	-	3 minutes	-	-	Target suffers 2 Str. impairment
<i>Scare I</i>	1	1 half	Close	-	Instant	Will neg.	-	Frighten 1d6 rounds
<i>Scry I</i>	1	10 minutes	Remote	-	3 minutes (d)	-	-	Witness 1 fixed, known location
<i>Shatter</i>	1	1 half	Close	1 square	Instant	Refl. neg.	-	Destroys fragile objects up to 1 lb.
<i>Shield</i>	1	1 half	Personal	-	3 minutes (d)	-	-	1/2 cover, negates Magic Missile
<i>Sleep</i>	1	1 round	Close	10 ft. sphere	3 minutes	Will neg.	-	Targets in Area fall asleep
<i>Tinker I</i>	1	1 half	Touch	-	Instant	-	-	Repairs 1 object up to 1 lb.
<i>True Strike I **</i>	1	1 half	Personal	-	1 round	-	-	Next attack +6 attack, -2 error range
<i>Unseen Servant</i>	1	1 half	Close	-	3 hours	-	-	Mindless, shapeless form appears
<i>Ranges:</i>								
<i>Personal</i>								Happens at/to caster
<i>Close</i>								Up to 50 ft.
<i>Local</i>								Up to 250 ft.
<i>Remote</i>								Up to 1,000 ft.
<i>Short Range</i>								From caster, up to 50 ft.
<i>Medium Range</i>								From caster, up to 250 ft.
<i>Long Range</i>								From caster, up to 1,000 ft.

SPELLCASTING ABILITIES: CLASS ABILITIES, FEATS, PATHS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES
<i>Arcane Adept</i>	+4 Level 0 spells (already factored in)	<i>Casting Basics</i>	+2 and 19-20 threat with Spellcasting (factored in)
	Spend up to 3 action dice to gain result in spell points (once per scene)	<i>Circle of Power I</i>	May cast Level 1 spells you know
		<i>Subtle & Quick...</i>	May purchase ranks in Spellcasting, learn spells from any School, and cast Level 0 spells you know
<i>Arcane Might</i>	+2 Spellcasting with ** spells (Deathwatch, Ray of Enfeeblement, True Strike I)		

AILAYA: RULES REFERENCE

ACTION DICE

In addition to any options provided by abilities and other character options, you may spend action dice in the following ways.

- **Boost a Die Roll:** You may spend 1 action die to boost an attack check, skill check, Knowledge check, or saving throw you make. You may also spend 1 action die to boost a lethal, stress, or subdual damage result. The choice to boost may be made *after* the dice are rolled, so long as the outcome has not yet been described. When boosting, an action die “explodes” when it rolls the highest natural number possible (e.g. a 6 on a d6). You roll the action die again, adding the new result to the previous one. An action die may explode multiple times, resulting in an extremely high boost. An action die may only boost a check or result when dice are rolled. Thus, you may *not* boost a skill check when you take 10 or 20.
- **Boost Your Defense:** At the start of any combat round, you may spend 1 action die to boost your Defense by 2 for a number of rounds equal to the die’s result. This action die may explode as described above. You may only benefit from 1 action die boost to Defense at any time and the result of a new die spent to boost Defense replaces the old one, even if it’s lower.
- **Activate a Threat:** When you score a threat with an attack or skill check, you may spend 1 or more action dice to activate it as a critical hit or success (*see Fantasy Craft, pages 207 and 65, respectively*). The choice to activate must be made before additional (e.g. damage) dice are rolled and/or the outcome is described.
- **Activate an Opponent’s Error:** When an opponent within your line of sight suffers an error with an attack or skill check, you may spend 1 or more action dice to activate it as a critical miss or failure (*see pages 208 and 65*). The choice to activate must be made before additional dice are rolled and/or the outcome is described.
- **Heal Yourself:** Outside combat, you may spend and roll any number of action dice to regain vitality or wounds. For each action die spent, you regain an amount of vitality equal to the action die’s result, and 2 wounds. During combat, you must take a Refresh action before you can spend an action die to regain vitality or wounds (*see the Refresh action, page 220*). You may not spend action dice to heal while unconscious.

SPECIES

Fey: You have a deep supernatural connection to the wilds and are as much a spiritual embodiment of a natural force or location as a creature of flesh and blood. Natural animals refuse to attack you and often flee from you unless they’re trained to hunt fey or they’re attacked by you or your teammates. Also, you don’t age.

Alloof: Your error range increases by 2 when making Impress and Sense Motive checks targeting characters of other species.

Burden of Ages: Your will to live has been worn down by long ages of struggle and you find it difficult to express the fire of the younger species. Any effect that cures or restores your vitality has only 1/2 the normal effect (rounded up).

Keen Sight: Your visual range increments are 800 ft. each. You also ignore range penalties from the 2nd and 4th range increments while you’re Aiming.

Sharp Hearing: Your hearing range increments are 160 ft. each. Also, you may always act during a surprise round, unless deafened.

SPECIALTY, CLASS, & FEATS

Arcane Adept: You learn 4 additional Level 0 spells from any School (these are already chosen on your sheet). Also, once per scene as a free action, you may spend and roll up to 3 action dice to gain a number of spell points equal to the result. These action dice cannot explode.

Arcane Might: The highest of your Int, Wis, or Cha scores rises by 1 (this is already factored in on your character sheet). Also, you gain a +2 bonus with Spellcasting checks made to trigger the Deathwatch, Ray of Enfeeblement, and True Strike I spells.

Casting Basics: You gain a +2 insight bonus and a threat range of 19–20 with Spellcasting checks (this is already factored in).

Decisive: You gain a +5 bonus with Initiative (already factored in).

Edged Proficiency: You gain the Edged proficiency (factored in).

Fast: Your Ground Speed increases by 10 ft. (already factored in).

Fencing Basics: Once per round, you may make a free attack with a fencing blade against an adjacent *flat-footed* character. You inflict only 1/2 damage with this attack (rounded up). Also, you gain a stance.

Work the Line (Stance): Each time an adjacent opponent attacks you and misses, you may move 5 ft. and draw the opponent into the square you previously occupied. Also, each time an adjacent opponent moves away from you, you may immediately move into the square he just left.

Greatsword Basics: Greatswords you wield gain *guard* +2 (this is already factored in on your character sheet). Also, you gain a stance.

Overpowering Force (Stance): When you use a 2-handed melee weapon to hit an opponent who hasn’t moved since your Initiative Count last round, you inflict the weapon’s maximum damage (sneak attack damage and other random bonuses are rolled normally). You may not take move actions while in this stance (though you may still take 5-ft. Bonus Steps as normal).

Parry: You may use your hands or weapon to knock an incoming attack aside. Once per round when you’re not *flat-footed*, after you’ve been hit by a melee or unarmed attack but before damage is rolled, you may make a Reflex save (DC equal to the attack check result). With success, the damage drops to 0 (though any special effects from the attack are still felt). You may take this action 2 times per combat.

Subtle and Quick to Anger: You may purchase ranks in the Spellcasting skill, learn spells from any School, and cast Level 0 spells you know.

GEAR & MAGIC ITEMS

Armor-Piercing (AP): The weapon or attack ignores the listed Damage Reduction. When a weapon and its ammunition both have this quality, their AP values are combined.

Cagey I: So long as you wear your armband, you may automatically succeed with 1 save per scene.

Cavalry: The weapon is designed for mounted use, negating attack penalties while mounted (*see page 215*).

Elf-Made: This weapon grants a +2 gear bonus with Impress.

Guard: When armed with this weapon, you gain the listed gear bonus to Defense. You lose this bonus when *flat-footed*, *held*, *helpless*, *pinned*, *sprawled*, or unconscious.

Poisonous: The weapon may be poisoned with 1 half action and exposes a target with a hit that inflicts at least 1 damage after Damage Reduction and Resistance are applied. It may carry only 1 dose of poison at a time and does not automatically come with poison (if you want to lace it, you must acquire poison separately).

AILAYA: SPELL REFERENCE

LEVEL 0 SPELLS

Feather Fall: Up to a total of 3 characters and objects descend at 60 ft. per round, suffering no damage if they land within 3 rounds.

Glow I: One target object or character glows, projecting a 30 ft. sphere with bright light, and a further 30 ft. sphere with dim light. This effect moves with the target and is concealed if the target is covered.

Read Magic: You decipher any arcane script on 1 object or in 1 area and may thereafter read it without issue (*see the sidebar on page 142*).

Touch of Light: You either heal yourself of 1 vitality **or** touch another character to heal 1 damage (if the character is standard) or 1 vitality (if the character is special). As this is a Level 0 spell and therefore costs no spell points to cast, you can repeat it as many times as you like. Assuming you have the required time (1 full action per casting), you can eventually heal your entire party's vitality (though not their wounds).

Water Walk: You or one character you touch can tread on fluid as if walking on solid ground. If the character submerges for any reason, he rises 60 ft. per round until standing on the surface.

Whispers: Your conversation with up to 3 characters becomes a series of faint whispers, inaudible to others. All characters in the conversation must be within 250 ft. and sound must be able to travel between you, though you needn't see each other.

LEVEL 1 SPELLS

Alarm: A 20-ft. penetrating sphere is protected by either an audible or mental alarm (your choice) that is triggered whenever a corporeal character enters the Area without saying the pre-set password aloud. The audible alarm can be heard at up to 60 ft., while the mental alarm can only be heard by you (and only if you're within 1 mile of the Area).

Color Spray: A vivid cone of clashing colors springs forth from your hand. Anyone in the Area is blinded for 1d4 rounds and stunned for 1 round. Blinded and sightless creatures are unaffected by Color Spray.

Cure Wounds I: You heal 10 damage on a standard character, or 10 vitality or 1 wound on a special character (your choice).

Deathwatch: You instantly know the type and state (alive, dead, or wounded) of each character you can see within a 30-ft. cone.

Detect Magic: You sense magic and magical characters and objects within a 60-ft. penetrating cone. You may also learn the Discipline of any spell you sense with an additional Knowledge check (DC 15).

Identify I: You learn whether an object is magical (and if so what it does, how to activate it, and any remaining charges it may have).

Jump: One character you touch (not you) gains a +9 magic bonus with Jump checks. Also, his Jump distances aren't limited by his height.

Magic Missile: You fire 3 missiles at targets you can see, each missile inflicting 1d6 force damage. (Force damage acts like lethal damage but can also injure *incorporeal* targets.)

Magic Weapon I: You grant a weapon or 50 ammo a +1 magic bonus with attack checks and damage rolls. You can't cast this spell on natural attacks, extraordinary attacks, or unarmed attacks.

Ray of Enfeeblement: You inflict 2 temporary Strength impairment (*see page 9*).

Scare I: One target character becomes *frightened* for 1d6 rounds (he may not attack or make skill checks, and must take at least 1 Standard Move per round away from you, until he makes a DC 20 Resolve check, or until the end of the scene). This spell has no effect on undead.

Scrye I: You project your vision and hearing to 1 fixed, familiar location. While projecting, you cannot see and hear from your body.



Shatter: All characters and objects within 50 ft. that are up to 1 lb. and made of crystal, glass, ceramic, porcelain, or a similar substance are destroyed. Each heavier character and object of the same composition suffers 2d6 sonic damage. (Sonic damage affects all characters, even those who are *deafened*, as its vibrations can literally shred skin and organs. Sonic damage ignores Damage Reduction and the damage inflicted by this spell also tapers off by 1/2 (rounded down) for each square away from the target. Finally, any character who suffers sonic damage must also make a Fortitude save (DC equal to the damage inflicted) or become *deafened* for 1d6 rounds.)

Shield: An invisible, mobile disk of force hovers in front of you, granting you 1/2 personal cover (+4 Defense and +2 bonus with Reflex saves made to avoid attacks and damage from beyond the Shield). The Shield also negates Magic Missiles cast at you.

Sleep: Characters within a 10-ft. penetrating sphere from the target must make a Will save (vs. your save DC of 11) or fall asleep for 3 rounds. Note that this spell has a Casting Time of 1 full round, which means that you must cast it over the course of *everyone else's* Initiative Counts — it doesn't go off until your *next* turn.

Tinker I: You repair a broken object weighing up to 1 lb. Alternately, you manipulate the inner workings of a construct, repairing or inflicting 1d8+3 damage.

True Strike I: The defenses of those around you are laid bare. If your next attack check is made before the end of the next round, you gain a +6 magic bonus and your error range decreases by 2 (minimum 0).

Unseen Servant: An invisible, mindless, shapeless force appears next to you, ready to perform simple tasks at your command. It has a Strength score of 5, a Ground Speed of 15 ft., and may exert 20 lbs. of force. It can perform physical skill checks with a DC up to 15 and similar menial labors (fetching things, opening doors and containers, holding chairs, cleaning, mending, etc.). It cannot attack or make saving throws, nor can it perform any action that requires an attack check or saving throw. It may only perform 1 action at a time. The servant disappears if it suffers 6 or more points of damage.

GITAMONAZUMAMON (AKA GIT)

— GOBLIN PRIEST

Age: 19

Height: 3 ft. 9 in.

Weight: 82 lbs.

Distinguishing Characteristics

Fate Mask of Rakh-Salah; necklace of skulls; dozens of ceremonial bangles and grotesque fetishes

Background

“Git,” as he is affectionately called by his companions, is a witch doctor of the callous primeval god Rakh-Salah the Terrible, god of beasts, hexes, and doom — a god to be placated, not revered. Git hails from the far reaches of the world, where he was rescued from a rival tribe’s supper pot by Raelia, Hamlin, and Ailaya during one of their ruin-hunting expeditions. Despite this embarrassing introduction, Git quickly fell in with the cunning (if bafflingly civilized) adventurers, and never left.

Git is a fierce and proud adherent to Rakh-Salah’s faith, never afraid to level “the evil eye” on a foe, no matter its size, strength, or advantage. He tends to leap into combat with both feet (and both knives), eager to shed blood as a divine agent of his grisly faith. Git has lately noticed a number of dark and strange omens, and he believes something ominous is brewing. He’s not worried though — whatever it is, he has Rakh-Salah’s great vengeance and furious anger at his back, should the need arise.





ACTION DICE

6 STARTING DICE
d4 DIE TYPE



Git	Goblin	Cleric
CHARACTER NAME	SPECIES/TALENT	SPECIALTY
Priest 3		
FIRST CLASS/LEVEL	SECOND CLASS/LEVEL	THIRD CLASS/LEVEL
PLAYER NAME	CURRENT XP	NEXT LEVEL
Male	19	3' 9"
GENDER	AGE	HEIGHT
		82 lbs.
		WEIGHT
		Black
		EYES
		Frayed
		HAIR

PHYSICAL ATTRIBUTES			MENTAL ATTRIBUTES		
ATTRIBUTE NAME	SCORE	MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER
STR STRENGTH	14	+2	INT INTELLIGENCE	12	+1
DEX DEXTERITY	12	+1	WIS WISDOM	14	+2
CON CONSTITUTION	14	+2	CHA CHARISMA	12	+1

SKILLS												MAX RANKS	6		
ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
■	ACROBATICS	DEX	+4	3	1			□	MEDICINE	INT	+4	3	1		
□	ATHLETICS	STR	+5	3	2			□	NOTICE	WIS	+5	3	2		
□	BLEND	CHA						□	PRESTIDIGITATION	DEX					
□	BLUFF	CHA						□	RESOLVE	CON	+5	3	2		
■	CRAFTING *	INT	+4	3	1			□	RIDE *	DEX	+4	3	1		
□	DISGUISE	CHA						□	SEARCH	INT					
□	HAGGLE	WIS						□	SENSE MOTIVE	WIS	+8	6	2		
□	IMPRESS	CHA	+4	3	1			□	SNEAK	DEX	+7	6	1		
□	INTIMIDATE	WIS	+8	6	2			□	SURVIVAL	WIS	+5	3	2		
□	INVESTIGATE	WIS						□	TACTICS	INT					

FOCUSES			INTERESTS			TOTAL STUDIES	2
CRAFTING			RIDE			Language: Goblin	
			Riding Mounts			Study: Goblin Lands	
						Language: Common	
						Study: Legends/Folklore	
						Alignment: Rakh-Salah	

SUBPLOTS		
□ COMPLETED		□ COMPLETED
□ COMPLETED		□ COMPLETED

COIN		LIFESTYLE		TOTAL LIFESTYLE	3
COIN IN HAND	66s	PANACHE	2	PRUDENCE	1
STAKE		APPEARANCE BONUS	+1	MONEY SAVED/EARNED	20 %
		INCOME	20s		

NON-COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS			
NAME	NOTES	NAME	NOTES
Black Cat	Target's error ranges increase by 2 (rest of scene)	Fortunate	3 bonus action dice (already factored in)
Charming	+5 to non-foe NPC's Disposition (once per session)	Light-Sensitive	Suffer 20 flash damage when entering a brighter area
Darkvision I	Ignore the effects of dim and faint light	Luck's Smile	Action dice explode on a 3 or 4
Devout	Spend 1 action die to re-roll non-error class skill check (once per skill check)	Paired Skills	Purchase ranks in Resolve, gain ranks in Medicine
Field Medicine	Always considered to have a doctor's bag	Signs & Portents	Gain a free hint or action die (3 times per adventure)



DEFENSE 16 = 10 + 3 + 1 + 1 + 1 - ARMOR MOD.

VITALITY 36 TOTAL CURRENT WOUNDS 10 TOTAL CURRENT

CRITICAL INJURIES

SUBDUAL CURRENT FATIGUED STRESS CURRENT SHAKEN

CONDITIONS

SIZE	FOOTPRINT	REACH
Small	1x1	1

GROUND SPEED	OTHER SPEED	TRAVEL SPEED
BASE 20 ft.	BASE	MPH 2

PROFICIENCIES

PROFICIENT	FORTE	PROFICIENT	FORTE
<input type="checkbox"/>	<input type="checkbox"/>	UNARMED	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	BLUNT	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	EDGED	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	HURLED	<input type="checkbox"/>
		BOWS	<input checked="" type="checkbox"/>
		BLACK POWDER	<input type="checkbox"/>
		SIEGE WEAPONS	<input type="checkbox"/>

INITIATIVE +1 = 1 + 0 + MISC. MOD.

BASE ATTACKS					SAVING THROWS				
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+4	= 2	+ 2	+ _____	FORTITUDE	+4	= 2	+ 2	+ _____
MELEE	+4	= 2	+ 2	+ _____	REFLEX	+2	= 1	+ 1	+ _____
RANGED	+3	= 2	+ 1	+ _____	WILL	+4	= 2	+ 2	+ _____

WEAPONS					
Main-gauche		+5	1d6+2	20	D/1
TYPE		ATK	DMG	THREAT	SZ/HAND
bleed, guard +1, hook, poisonous					
QUALITIES/UPGRADES					

Main-gauche		+5	1d6+2	20	D/1
TYPE		ATK	DMG	THREAT	SZ/HAND
bleed, guard +1, hook, poisonous					
QUALITIES/UPGRADES					

Hand crossbow		+4	1d6	20	T/1
TYPE		ATK	DMG	THREAT	SZ/HAND
standard bolts, load 3					
QUALITIES/UPGRADES					

ARMOR					
TYPE		DR	DP	ACP	SPEED
DISGUISE		RESISTANCES		UPGRADES	

COMBAT ACTIONS

ACTION	BONUS/MOVE	TIME	EFFECT
Attack Actions			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+5	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(Helpless adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+1	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple *	+5	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+8	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+8	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+5	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+4	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

Initiative Actions			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate	+8	half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod. (+1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract	+1	half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds

Movement Actions			
Standard Move	20 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	80 ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	20 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

* The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

COMBAT ABILITIES: CLASS ABILITIES, FEATS, TRICKS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES
Agile Defense	+1 Defense (already factored in)	Turning (Undead)	Each undead within 30 ft. makes a Will save (DC 12)
Ambush Basics	2 rounds to make Ambush check; +1 die of sneak attack		(special undead gain a +4 bonus)
Devout	Spend 1 action die to re-roll non-error w/ main-gauche		Success = undead character must move 30 ft. away
	(once per attack check)		Failure = undead character frightened of you
Tenacious Spirit	+1 vitality per Career Level (already factored in)		Either effect lasts 1d4+1 rounds



CARRYING CAPACITY

LIGHT LOAD Up to 60 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 61-180
 OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 181+
 LIFT (2 × HEAVY LOAD, NO MOVEMENT) 360
 PUSH/DRAW (2 × HEAVY LOAD, 1/4 SPEED) 360



REPUTATION AND RENOWN

LEGEND _____ REPUTATION _____ RENOWN _____
 HEROIC RENOWN _____ TITLE _____
 MILITARY RENOWN _____ TITLE _____
 NOBLE RENOWN _____ TITLE _____

GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
<i>Pouch</i>	Holds 50 coins	D/-	Soft 1	3	<i>Holy symbols</i>	+2 to Turn DC	T/1	Hard 2	3
<i>Firesteel</i>	Starts fire in 1 round	D/2	Hard 1	0.5					
<i>Pouch</i>	Holds 50 coins	D/-	Soft 1	-					
<i>Augury bones</i>	+2 Relax	D/1	Hard 1	1					
<i>Pouch</i>	Holds 50 coins	D/-	Soft 1	-					
<i>Hunk of meat</i>	-1 fatigued condition	T/2	Soft 1	1.5					
<i>Waterskin</i>	Holds 2 quarts	T/1	Soft 1	5.5	<i>Total Encumbrance</i>				23.5

MOUNT

NAME _____ SIZE (FOOTPRINT)/REACH _____ (_____) / _____ SPEED _____ TRAVEL _____
 ATTRIBUTES _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____
 SKILLS _____
 QUALITIES _____
 ATTACKS _____

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
 QUALITIES _____

CONTACT 1

CONTACT 2

NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____	NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____
ATTRIBUTES _____ REP COST _____	ATTRIBUTES _____ REP COST _____
INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____	INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____
SKILLS _____	SKILLS _____
QUALITIES _____	QUALITIES _____
ATTACKS _____	ATTACKS _____
GEAR _____	GEAR _____

HOLDING 1

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____	NAME _____ SCALE _____ GUESTS _____ / MAX _____
UPGRADES _____	UPGRADES _____
_____ REP. COST _____	_____ REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST
<i>Fate Mask of Rakh-Salah</i>	3	Feat (Lucky Break)	Spell Effect (Prayer, once per scene)	23
		Gain 2 Edge at start of each scene	(Half action) Position 40-ft. penetrating sphere	
		When an attack hits you by 1 or less,	anywhere within 50 ft. Inside sphere..	
		spend 1 Edge to cause the attack to miss	You and all teammates/allies:	
		(once per round)	+1 attack, dmg skill checks, Will saves	
			Foes: -1 attack, dmg skill checks, Will saves	
			Sphere lasts 3 rounds	



GEAR AND PRIZES



3

SPELL POINTS

SPELLCASTING BONUS

TOTAL.

RANKS

INT
MOD.

MISC.
MOD.

SPELLS KNOWN

TOTAL.

RANKS

WISDOM

MISC.
MOD.

SAVE DC

11

$$= 10 +$$

1

CHA
MOD

FEATS

SPELL LIST

[illegible]

SPELLCASTING ABILITIES: CLASS ABILITIES, FEATS, PATHS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES
<i>Acolyte</i>	Path of Curses I (Black Cat feat)	<i>Path of the Devoted</i>	Path of Curses II
	(Free action) Increase target's error by 2 for the scene		(Automatically cast each spell above once per scene)
	(once per target per scene, 3x per session)		Spellcasting result is equal to DC required to cast the
	Gain your ritual weapon (main-gauche) at no cost		spell, or to the target's Defense, whichever is higher
			Blindness/Deafness DC = 19
			Ray of Enfeeblement DC = 16



GITAMONAZUMAMON: RULES REFERENCE

ACTION DICE

In addition to any options provided by abilities and other character options, you may spend action dice in the following ways.

- **Boost a Die Roll:** You may spend 1 action die to boost an attack check, skill check, Knowledge check, or saving throw you make. You may also spend 1 action die to boost a lethal, stress, or subdual damage result. The choice to boost may be made *after* the dice are rolled, so long as the outcome has not yet been described. When boosting, an action die “explodes” when it rolls the highest natural number possible (e.g. a 6 on a d6). You roll the action die again, adding the new result to the previous one. An action die may explode multiple times, resulting in an extremely high boost. An action die may only boost a check or result when dice are rolled. Thus, you may *not* boost a skill check when you take 10 or 20.
- **Boost Your Defense:** At the start of any combat round, you may spend 1 action die to boost your Defense by 2 for a number of rounds equal to the die’s result. This die may explode as described above. You may only benefit from 1 action die boost to Defense at any time, and the result of a new die spent for this replaces the old one.
- **Activate a Threat:** When you score a threat with an attack or skill check, you may spend 1 or more action dice to activate it as a critical hit or success (*see Fantasy Craft, pages 207 and 65, respectively*). The choice to activate must be made before additional (e.g. damage) dice are rolled and/or the outcome is described.
- **Activate an Opponent’s Error:** When an opponent within your line of sight suffers an error with an attack or skill check, you may spend 1 or more action dice to activate it as a critical miss or failure (*see pages 208 and 65*). The choice to activate must be made before additional dice are rolled and/or the outcome is described.
- **Heal Yourself:** Outside combat, you may spend and roll any number of action dice to regain vitality or wounds. For each action die spent, you regain an amount of vitality equal to the action die’s result, and 2 wounds. During combat, you must take a Refresh action before you can spend an action die to regain vitality or wounds (*see the Refresh action, page 220*). You may only do this while conscious.

SPECIES

Ambush Basics: You require only 2 rounds to make a Tactics/Ambush check (*see page 83*). Also, your attacks inflict an additional die of sneak attack damage.

Light-Sensitive: Each time you enter a more brightly lit area, you suffer 20 points of flash damage (and must therefore make a Fortitude save (DC 20) or become *blinded* for 1d6 rounds).

SPECIALTY, CLASS, & FEATS

Acolyte: You take the first Step along the Path of Curses and gain your ritual weapon (main-gauche) at no cost. This weapon may not be sold and when it’s lost or destroyed it’s replaced at no cost at the end of the next Downtime lasting 1 day or more.

Charming: Once per session, you may improve the Disposition of any 1 non-adversary NPC by 5. This adjusts his modifier with related checks and improves his Attitude by 1 grade (*see page 373*).

Devout: You’ve been appointed by a higher power (Rakh-Salah) to represent his divine will in the world of mortals. This divine will is sometimes felt in the form of miracles. When you fail an attack check

with your ritual weapon or a skill check with a Priest class skill and don’t suffer an error, you may spend an action die to re-roll the check. You may use this ability only once per check.

Signs & Portents I: You may contact Rakh-Salah for guidance in times of need. This is a 1-minute action, after which you may request a hint from the GM. If he refuses, you gain 1 bonus action die. You may use this ability up to 3 times per adventure.

Turning: Once per combat, you may Turn undead (*see page 223*). Your ability to Turn undead has no effect on NPCs or creatures of other types. When you choose to Turn, each undead character within 30 ft. makes a Will save (DC 12). Mobs make only 1 save each for the whole unit. Special characters can partially resist Turning actions, gaining a +4 bonus with their save. With success, a target must move away from you via the most direct path available, until at least 30 ft. away. With failure, the target becomes *frightened* of you (he may not attack or make skill checks, and must take at least 1 Standard Move per round away from you, until he makes a DC 20 Resolve check, or for 1d4+1 rounds, whichever comes first). This spell has no effect on undead.

PATH OF CURSES

Path of Curses I (Black Cat feat): Once per character per scene, as a free action, you may raise the target’s error ranges by 2 for the rest of the scene. You may use this ability 3 times per session.

Path of Curses II (Spells): You may cast Blindness/Deafness and Ray of Enfeeblement once per scene each. You need not make a Spellcasting check or spend spell points to invoke these spells; rather, they are automatically cast as if you rolled a Spellcasting result equal to the target’s Defense or the Spellcasting DC, whichever is higher.

Blindness/Deafness (Level 2, DC 19): As a half action, you may touch a target to leave him *blinded* or *deafened* for 3 rounds (your choice). The target may make a Fortitude save (DC 11) to resist, and special characters gain a +4 bonus with this save.

Ray of Enfeeblement (Level 1, DC 16): As a half action, you may target a character within 50 ft., inflicting 2 Str impairment for 3 minutes.

GEAR & MAGIC ITEMS

Bleed: A target struck with this weapon must make a Fort save (DC equal to the damage after DR and Resistances) or begin *bleeding* (1 subdual dmg or 1d4 lethal dmg at the end of each round).

Guard: This weapon grants a gear bonus to Defense. You lose this bonus when *flat-footed*, *held*, *helpless*, *pinned*, *sprawled*, or unconscious.

Hook: You gain a +2 gear bonus with Disarm actions (*see page 219*).

Load: Reload this weapon with the listed number of half actions.

Lucky Break: You gain 2 Edge at the beginning of each scene (*see page 84*). Once per round when an attack hits you by 1 or less, you may spend 1 Edge to cause the attack to miss.

Poisonous: The weapon may be poisoned with 1 half action and exposes a target with a hit that inflicts at least 1 damage after Damage Reduction and Resistance are applied. It may carry only 1 dose of poison at a time and does not automatically come with poison (if you want to lace it, you must acquire poison separately).

Prayer: As a half action, you may trigger the fate mask to position a 40-ft. penetrating sphere anywhere within 50 ft. Inside the sphere, you and each teammate and ally gain a +1 morale bonus with attack checks, damage rolls, skill checks, and Will saves, while each of your foes suffers a –1 morale penalty with those rolls. The sphere lasts for 3 minutes.

RAELIA CLOUDSPLITTER — GIANT SAGE

Age: 93

Height: 14 ft. 6 in.

Weight: 954 lbs.

Distinguishing Characteristics

Optimistic, pleasant demeanor; rugged but attractive features; aging and oft-improvised weapons and armor

Background

Raelia was born of a clan of giants far to the north, where the snow kissed the ground every day of the year. Struck with a fierce wanderlust at a young age, she left home the day after she was old enough to unwind the braids of childhood and has never looked back.

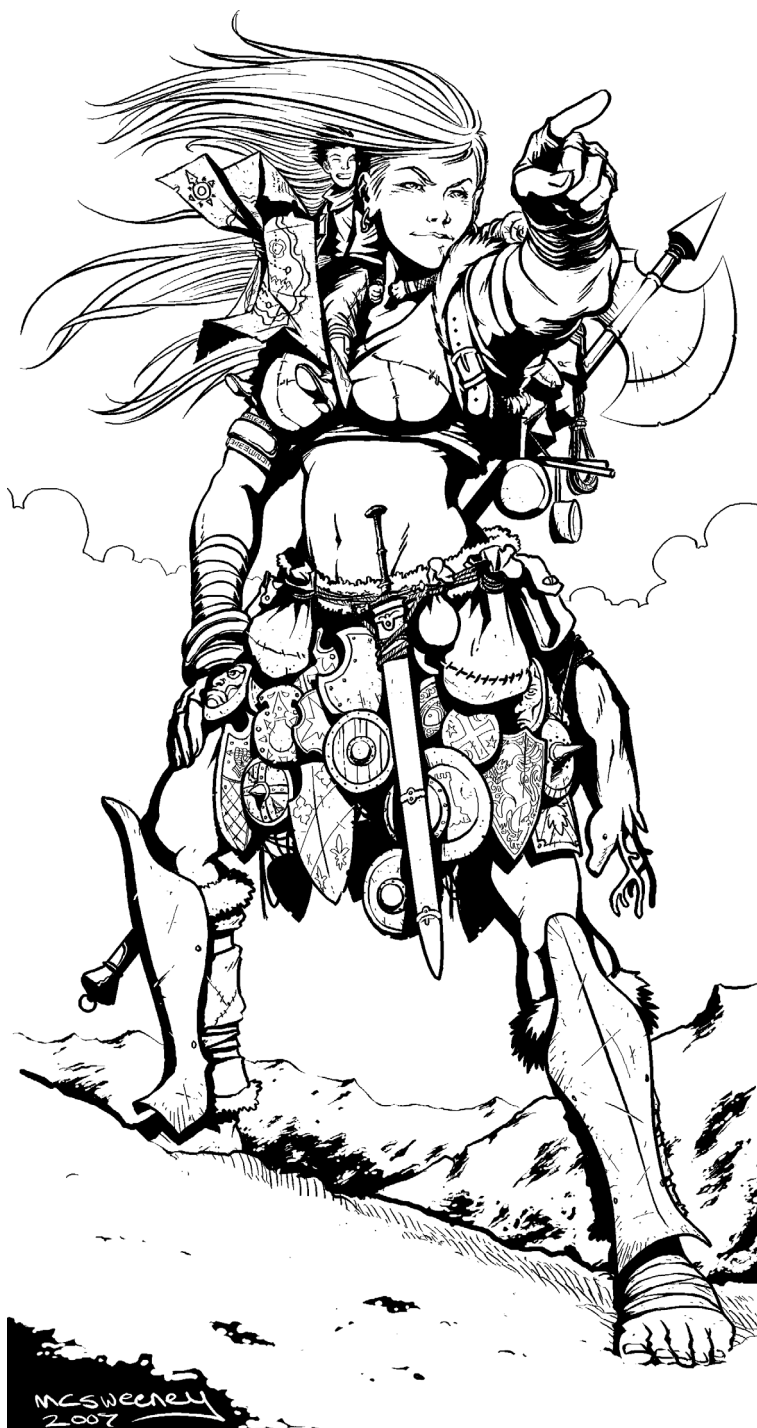
Raelia has found many lands of endless curiosities amongst the small folk of the south, and her closest friend is a wily Pech named Hamlin Hightower, who has been her travel partner and academic associate for fifteen years now. While their quick wits (and her great size) have helped them weather many perils on their own, they value friends and skilled companions. Their most recent companions may not share Raelia's essential thirst for knowledge but they do much to strengthen her sword arm and extend her reach when unearthing the secrets of the past.

PERSONAL LIEUTENANT — HAMLIN HIGHTOWER

Hamlin Hightower (Small Folk Walker — 55 XP): Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 10; SZ S (1×1, Reach 1); Spd 30 ft. ground; Init +4; Atk +2 (melee and unarmed), +3 (hurled and ranged); Def 13; Res +4 (Reflex), +3 (Fortitude), +3 (Will); Health (Damage save) +2; Comp +3; Qualities: *Attractive I, beguiling, class ability (Sage: assistance I, best of the best), feat (Fortune Favors the Bold)*

Attacks/Weapons: Bola × 3 (dmg 1d4 subdual; threat 19–20; range: 20 ft. × 3; qualities: *cavalry, finesse, trip*), dagger (dmg 1d4+1 lethal; threat 19–20; qualities: *bleed, finesse, hurl*)

Gear: Partial leather armor (DR 1, Resist Fire 3; DP –1; ACP –0; Spd —; Disguise +0), purse, tinderbox, cigars



CHARACTER NAME

FIRST CLASS/LEVEL.

PLAYER NAME

AGE

93

SPECIES/TALENT

SECOND CLASS/LEVEL

CURRENT XP

14' 6"

HEIGHT

954 lbs.

WEIGHT

SPECIALTY

THIRD CLASS/LEVEL

NEXT LEVEL

Blue

EYES

Auburn

HAIR

3

STARTING DICE

d4

DIE TYPE

MAX RANKS	6
-----------	---

FOCUSES	INTERESTS	TOTAL STUDIES
3	3	3

Study: History

☐ COMPLETED
 ☐ COMPLETED
 ☐ COMPLETED

☐ COMPLETED
 ☐ COMPLETED
 ☐ COMPLETED

TOTAL LIFESTYLE 2

COIN IN HAND

28s

PANACHE

2

PRUDENCE

0

APPEARANCE BONUS

+1

MONEY SAVED/EARNED

15

STAKE



INCOME


NAME	NOTES	NAME	NOTES
<i>Assistance I</i>	Teammate: +1 error range to make check in 1/2 time	<i>Free Hint</i>	Gain a free hint or action die (once per session)
<i>Beguiling</i>	Fixate target with successful Taunt	<i>Personal Lieutenant</i>	Hamlin Hightower (Pech Sage - see bio sheet)
<i>Best of the Best</i>	Apply skill bonus to teammate's check (once per scene)	<i>Practiced Impress</i>	If check + action die result fails, retain action die
<i>Breadth of Exp.</i>	Blend, Bluff, Prestidigitation, Sneak are class skills	<i>Well-Rounded</i>	May always purchase the first 5 ranks in Chap. 2 skills
<i>Encouragement</i>	Grant a teammate +1 bonus with saves (once per scene)	<i>Wise Council</i>	Spend action dice to boost teammates' checks and rolls



$$\text{INITIATIVE} = \frac{+2}{\text{TOTAL}} = \frac{2}{\text{CLASS BONUS}} + \frac{0}{\text{DEX MOD.}} + \frac{}{\text{MISC. MOD.}}$$

BASE ATTACKS					SAVING THROWS				
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+4	2	2		FORTITUDE	+4	2	2	
MELEE	+4	2	2		REFLEX	+2	2	0	
RANGED	+2	2	0		WILL	+4	2	2	

<div>  WEAPONS  </div>					
<i>Halberd</i>	+5	1d12+2	19	L/2	24
TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
AP 4, reach +1					

	<i>Halberd</i>	+5	1d12+2	19	L/2	24
	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
	AP 4, reach +1					

	RNG	SHOTS	QUALITIES/UPGRADES
--	-----	-------	--------------------

WEAPON 2	<i>Longsword</i>	+5	2d6+2	20	M/1	12
	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
				None		

[illegible]

WEAPON 3	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
	RNG	SHOTS	QUALITIES/UPGRADES			

WEAPON 4	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
----------	------	-----	-----	--------	---------	-----

	RNG	SHOTS	QUALITIES/UPGRADES
			        

		<i>Partial Scalemail</i>	3	-2	-1	-5	99
	TYPE	DR	DP	ACP	SPEED	WGT	
	-8	Edged 4			giant-made		
	DISCHARGE	RESISTANCE			UPGRATES		

COMBAT ACTIONS

athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes *sprawled*

automatic critical hit + save vs. death (Fort DC 10 + Damage)

target in Close Quarters

movement *flat-footed*

characters become *vulnerable* and may make additional Athletics (Str) checks to gain Grapple benefits

in Close Quarters to attack you with next action

to opponent in Close Quarters

to adjacent opponent

Success = Dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round
times

Initiative by 2d6 for this round only

1 or 2 wounds

armor); become *flat-footed*
round

en the smaller oppo.

ILITIES, FEATS

NAME	NOTES
<i>Improved Stability</i>	Size counts as Large for carrying capacity, Trample attacks, and resisting Bull Rush/Trip attempts when standing firmly on the ground
<i>Sterner Stuff</i>	-4 keen quality with attacks targeting you



CARRYING CAPACITY

LIGHT LOAD Up to 180 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 181-540
 OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 541+
 LIFT (2 × HEAVY LOAD, NO MOVEMENT) 1,080
 PUSH/DRAW (2 × HEAVY LOAD, 1/4 SPEED) 1,080



REPUTATION AND RENOWN

LEGEND _____ REPUTATION _____ RENOWN _____
 HEROIC RENOWN _____ TITLE _____
 MILITARY RENOWN _____ TITLE _____
 NOBLE RENOWN _____ TITLE _____

GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
<i>Backpack</i>	+2 Str. for carrying	L/-	Soft 2	3	<i>Large sack</i>	Holds 25 lbs.	S/1	Soft 1	1
<i>Bedroll</i>	Cold Resistance 4	L/-	Soft 1	3	<i>Doctor's bag</i>	For Medicine checks	D/2	Soft 1	2
<i>Sextant</i>	+2 to navigate Know.	F/1	Brittle 1	1	<i>Rations (14)</i>	Feeds 1 for 1 day each	T/2	Hard 1	10
<i>Grooming case</i>	+1 Appearance bonus	D/1	Brittle 1	2	<i>Waterskin</i>	Holds 2 quarts	T/1	Soft 1	5.5
					<i>Pouch</i>	Holds 50 coins	D/-	Soft 1	1
					<i>Total Encumbrance</i>				173.5

MOUNT

NAME _____ SIZE (FOOTPRINT)/REACH _____ (_____) / _____ SPEED _____ TRAVEL _____
 ATTRIBUTES _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____
 SKILLS _____
 QUALITIES _____
 ATTACKS _____

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
 QUALITIES _____

CONTACT 1

NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____
 ATTRIBUTES _____ REP COST _____
 INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____
 SKILLS _____
 QUALITIES _____
 ATTACKS _____
 GEAR _____

CONTACT 2

NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____
 ATTRIBUTES _____ REP COST _____
 INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____
 SKILLS _____
 QUALITIES _____
 ATTACKS _____
 GEAR _____

HOLDING 1

NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____
 _____ REP. COST _____

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____
 _____ REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



GEAR AND PRIZES



RAELIA CLOUDSPLITTER: RULES REFERENCE

ACTION DICE

- **Boost a Die Roll:** You may spend 1 action die to boost an attack check, skill check, Knowledge check, or saving throw you make. You may also spend 1 action die to boost a lethal, stress, or subdual damage result. The choice to boost may be made *after* the dice are rolled, so long as the outcome has not yet been described. When boosting, an action die “explodes” when it rolls the highest natural number possible (e.g. a 6 on a d6). You roll the action die again, adding the new result to the previous one. An action die may explode multiple times, resulting in an extremely high boost. An action die may only boost a check or result when dice are rolled. Thus, you may *not* boost a skill check when you take 10 or 20.
- **Boost Your Defense:** At the start of any combat round, you may spend 1 action die to boost your Defense by 2 for a number of rounds equal to the die’s result. This action die may explode as described above. You may only benefit from 1 action die boost to Defense at any time and the result of a new die spent to boost Defense replaces the old one, even if it’s lower.
- **Activate a Threat:** When you score a threat with an attack or skill check, you may spend 1 or more action dice to activate it as a critical hit or success (*see pages 207 and 65, respectively*). The choice to activate must be made before additional (e.g. damage) dice are rolled and/or the outcome is described.
- **Activate an Opponent’s Error:** When an opponent within your line of sight suffers an error with an attack or skill check, you may spend 1 or more action dice to activate it as a critical miss or failure (*see pages 208 and 65*). The choice to activate must be made before additional dice are rolled and/or the outcome is described.
- **Heal Yourself:** Outside combat, you may spend and roll any number of action dice to regain vitality or wounds. For each action die spent, you regain an amount of vitality equal to the action die’s result, and 2 wounds. During combat, you must take a Refresh action before you can spend an action die to regain vitality or wounds (*see the Refresh action, page 220*). You may only do this while conscious.

SPECIES

Improved Stability: You’re considered Huge for carrying capacity, Trample attacks, and resisting Bull Rush and Trip attempts so long as you’re standing firmly on the ground and not climbing, flying, or riding.

Natural Attack: You have a natural attack.

Trample 1 (atk +4; dmg 1d12+1; threat 20; Large and smaller only)

Sterner Stuff: Incoming attacks’ *keen* qualities decrease by 4.

SPECIALTY, CLASS, & FEATS

Assistance I: You may increase the error range of an ally’s skill check by 1 to reduce the time it takes to 1/2 normal (rounded up, minimum 5 minutes). You may assist only 1 ally at a time and you may not perform any non-free actions when using this ability. This ability may not be used with Downtime checks.

Beguiling: When you successfully Taunt a character (*see page 220*), you may decline the standard result to have your target become *fixated* on you for 1d6 rounds (he may not attack or make skill checks, and must take at least 1 Standard Move toward you during each round, until he is attacked or makes a DC 20 Resolve check). Special characters and villains may spend 1 action die to cancel this effect and become immune to this ability for the rest of the scene.

Best of the Best: Your knowledge of your companions’ strengths and weaknesses lets you perfectly blend their talents. Once per scene when you or a teammate who can see or hear you makes a skill check, they may apply the highest available skill bonus among you.

Encouragement: Once per scene, you may speak to a teammate for 1 minute to grant him a +1 morale bonus with saves for the scene.

Free Hint: Once per session, you may request a free hint from the GM. If he refuses, you gain 1 bonus action die.

Guts: You gain a +4 bonus with Push Limit checks, which are used to temporarily boost your Ground or Travel Speed, or encumbrance limit (*see page 70*), and suffer only 1/2 the normal penalty to Strength and Dexterity when *fatigued* (*see page 213*). Also, when you Cheat Death, you may return to play at the start of the next scene (*see page 384*).

Personal Lieutenant: You gain a Personal Lieutenant, Hamlin Hightower, whose stats are found on your bio sheet. Hamlin is a special character with a Threat Level of 1. He has no action dice but you may spend your action dice on his behalf. Hamlin may not control additional characters. If Hamlin dies or is dismissed, you lose Reputation equal to your Career Level (he’s replaced in the following adventure).

Practiced Impress: If you spend an action die to boost an Impress check and it still fails, you gain the die back after the action is resolved. Against multiple targets you only regain the die if the check fails against all of them.

Wise Counsel: Your insight lets you supplement your colleagues’ victories and make up for their failings. So long as a teammate can hear or see you when he makes an attack, skill check, save, or damage roll, you may spend and roll 1 action die to boost his result. You always roll this die and add your own action die modifiers; the teammate’s die type and modifiers are ignored. No single roll may benefit from more than 1 action die from *wise counsel*, even if multiple Sages are present.

GEAR & PERSONAL LIEUTENANT

Armor-Piercing (AP): The weapon or attack ignores the listed Damage Reduction.

Attractive I: Hamlin has a +2 Appearance bonus (when making a Cha-based skill check targeting another character, Hamlin gains a +1 bonus with his check per point that his Appearance bonus exceeds the target’s Appearance bonus).

Bleed: A target struck with this weapon must make a Fort save (DC equal to the damage after DR and Resistances) or begin *bleeding* (1 subdual dmg or 1d4 lethal dmg at the end of each round).

Cavalry: The weapon is designed for mounted use, negating attack penalties while mounted (*see page 215*).

Finesse: You use the higher of your Strength or Dexterity modifiers when rolling the weapon’s damage (this is already factored in).

Fortune Favors the Bold: When you roll an action die to benefit Hamlin, the result increases by 2.

Giant-Made: Armor made by giants shares their bond with the elements, granting protection from many weapons and effects. It increases the armor’s base Resistances by 2 each (this is already factored in).

Hurl: A character with the Hurl proficiency may throw this weapon with a range of 15 ft. × 2.

Reach: The wielder’s Reach rises by this amount with this weapon.

Trip: When wielding this weapon, you gain a +2 gear bonus with Trip actions (*see page 221*). With a ranged attack, you may try to Trip opponents in Close Quarters (Beyond Reach, up to 30 ft.)

HAMLIN HIGHTOWER — PECH SAGE

Age: 43

Height: 3 ft. 6 in.

Weight: 54 lbs.

Distinguishing Characteristics

Optimistic, pleasant demeanor; rugged but attractive features

Background

Hamlin was born in a quiet pech village, where adventure was a dirty word and excitement involved the fall harvest dance. Struck with a fierce wanderlust at a young age, he left home the day he came of age and has never looked back.

He's found many lands and endless curiosities amongst the far and wide, including his closest friend, a feisty giantess named Raelia Cloudsplitter, who has been his travel partner and academic associate for fifteen years. While their quick wits (and her great size) have helped them weather many perils on their own, they value friends and skilled companions. Their most recent companions may not share Hamlin's essential thirst for knowledge but they do much to strengthen his sword arm and extend his reach when unearthing the secrets of the past.

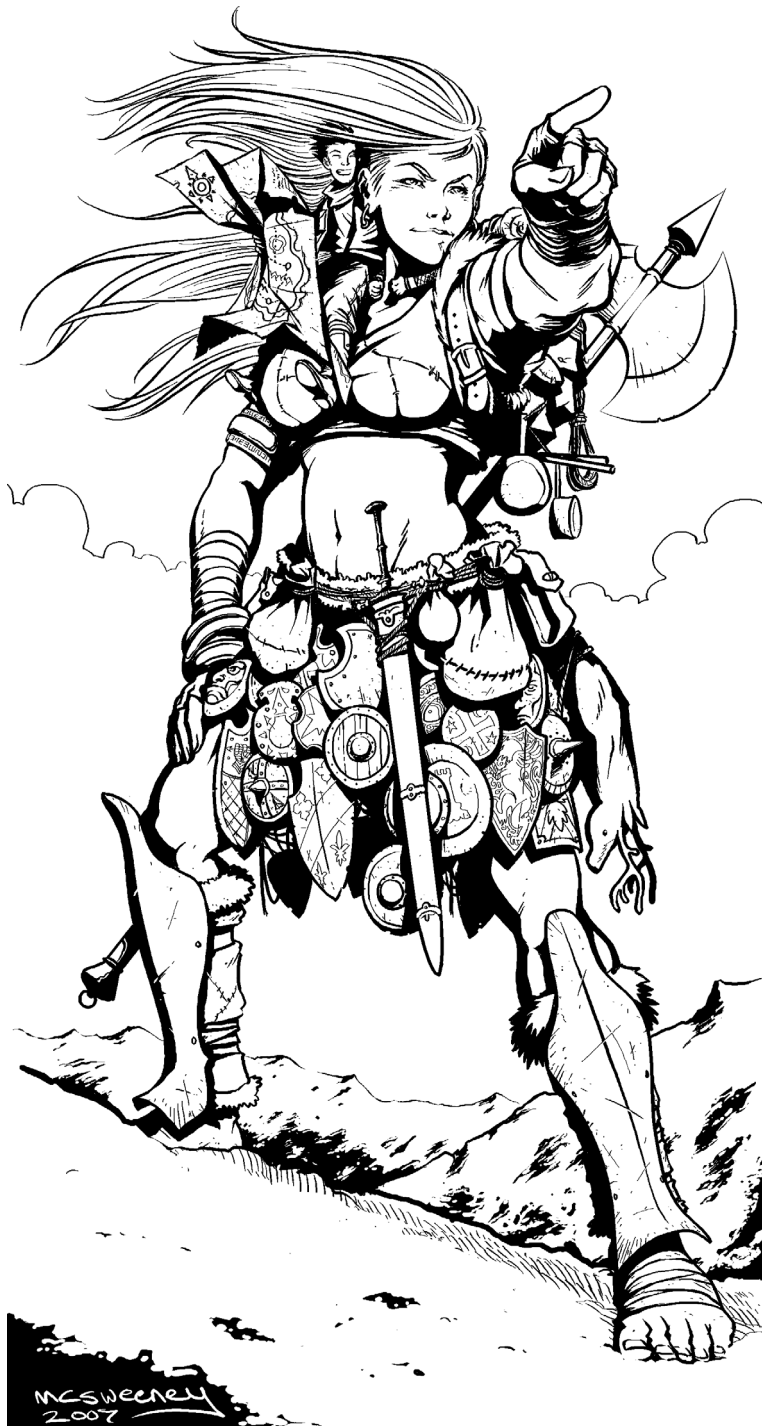
PERSONAL LIEUTENANT — RAELIA CLOUDSPLITTER

Raelia Cloudsplitter (Huge Folk Walker — 55 XP): Str 12, Dex 10, Con 12, Int 14, Wis 12, Cha 10; SZ L (2×2, Reach 2); Spd 50 ft. ground; Init +2; Atk +2 (melee and unarmed), +1 (hurled and ranged); Def 10; Res +2 (Reflex), +3 (Fortitude), +3 (Will); Health (Damage save) +3; Comp +3; Qualities: *Attractive I, beguiling, class ability (Sage: assistance I, best of the best), improved stability, natural attack (Trample I)*

Attacks/Weapons: Giant-made halberd (dmg 1d12+1

lethal; threat 19–20; qualities: *keen 4, reach +1*; notes: threat 17–20 vs. M and smaller targets), giant-made longsword (dmg 2d6+1 lethal; threat 19–20; notes: threat 18–20 vs. S and smaller targets), Trample I (dmg 1d12+1 lethal; threat 20; targets L and smaller targets only)

Gear: Giant-made partial scalemail armor (DR 3, Resist Edged 4; DP –2; ACP –1; Spd –5; Disguise –8)





ACTION DICE

3 STARTING DICE
d4 DIE TYPE



Hamlin Hightower

CHARACTER NAME

Sage 3

FIRST CLASS/LEVEL

Male

AGE

43

AGE

Pech

SPECIES/TALENT

3' 6"

HEIGHT

54 lbs.

WEIGHT

Bard

SPECIALTY

Beaming

EYES

Spiky

HAIR

CURRENT XP

NEXT LEVEL

PHYSICAL ATTRIBUTES

MENTAL ATTRIBUTES

ATTRIBUTE NAME

SCORE

MODIFIER

IMPAIRED SCORE

IMPAIRED MODIFIER

STR

12

+1

DEX

16

+3

CON

12

+1

INT

14

+2

WIS

13

+1

CHA

14

+2

SKILLS

MAX RANKS 6

ORIGIN SKILL

SKILL NAME

SUGGESTED ATTRIBUTES

SKILL BONUS

RANKS

ATTRIBUTE MOD.

MISC. MOD.

THREAT RANGE

☐

ACROBATICS

DEX

+6

= 5

+ 1

+

☒

ATHLETICS

STR

+2

= 2

+ 0

+

☐

BLEND

CHA

+4

= 2

+ 2

+

☐

BLUFF

CHA

+3

= 1

+ 2

+

☐

CRAFTING *

INT

+3

= 1

+ 2

+

☐

DISGUISE

CHA

+6

= 5

+ 1

+

☒

HAGGLE

WIS

+7

= 5

+ 2

+

☐

IMPRESS

CHA

=

+

+

☐

INTIMIDATE

WIS

+6

= 5

+ 1

+

☐

INVESTIGATE

WIS

=

+

+

☐

MEDICINE

INT

+4

= 2

+ 2

+

☐

NOTICE

WIS

+7

= 6

+ 1

+

☐

PRESTIDIGITATION

DEX

+5

= 2

+ 3

+

☐

RESOLVE

CON

+2

= 1

+ 1

+

☐

RIDE *

DEX

+4

= 1

+ 3

+

☐

SEARCH

INT

+8

= 6

+ 2

+

☐

SENSE MOTIVE

WIS

+6

= 5

+ 1

+

☐

SNEAK

DEX

+8

= 5

+ 3

+

☐

SURVIVAL

WIS

=

+

+

☐

TACTICS

INT

+4

= 2

+ 2

+

FOCUSES

INTERESTS

TOTAL STUDIES 3

CRAFTING

RIDE

Language: Pech

Study: Pech Lands

Cartography

Land Vehicles

Language: Common

Study: The Realm

Study: Cartography

SUBPLOTS

☐ COMPLETED

☐ COMPLETED

☐ COMPLETED

☐ COMPLETED

☐ COMPLETED

☐ COMPLETED

COIN

LIFESTYLE

TOTAL LIFESTYLE 2

COIN IN HAND

23s

PANACHE

2

PRUDENCE

0

STAKE

APPEARANCE BONUS

+1

MONEY SAVED/EARNED

15 %

INCOME

20s

NON-COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS

NAME

NOTES

NAME

NOTES

Assistance I

Teammate: +1 error range to make check in 1/2 time

Free Hint

Gain a free hint or action die (once per session)

Beguiling

Fixate target with successful Taunt

Hearty Appetite

May benefit from 2 food and 2 drink per day

Best of the Best

Apply skill bonus to teammate's check (once per scene)

Personal Lieutenant

Raelia Cloudsplitter (Giant Sage - see bio sheet)

Encouragement

Grant a teammate +1 bonus with saves (once per scene)

Practiced Impress

If check + action die result fails, retain action die

Enlightened Resolve

Maximum Resolve rank is 8

Well-Rounded

May always purchase the first 5 ranks in Chap. 2 skills

Fortune Favors the...

+2 with action die results

Wise Council

Spend action dice to boost teammates' checks and rolls



DEFENSE

15

= 10 +

1

+

3

+

1

+

-

TOTAL

CLASS BONUS

DEX MOD.

SIZE MOD.

MISC. MOD.

ARMOR MOD.

VITALITY

30

TOTAL

CURRENT

WOUNDS

8

TOTAL

CURRENT

CRITICAL INJURIES

SUBDUAL

CURRENT

□□□□

FATIGUED

STRESS

CURRENT

□□□□

SHAKEN

CONDITIONS

SIZE

SIZE

FOOTPRINT

REACH

Small

1x1

1

GROUND SPEED

OTHER SPEED

TRAVEL SPEED

BASE

BASE

MPH

25 ft.

3

PROFICIENCIES

PROFICIENT

FORTE

PROFICIENT

FORTE

UNARMED

BOWS

BLUNT

BLACK POWDER

EDGED

SIEGE WEAPONS

HURLED

INITIATIVE

+5

=

2

+

3

+

TOTAL

CLASS BONUS

DEX MOD.

MISC. MOD.

BASE ATTACKS

ATTACK TYPE

TOTAL

BASE ATTACK

ATTRIBUTE MOD.

MISC. MOD.

UNARMED

+3

=

2

+

1

+

MELEE

+3

=

2

+

1

+

RANGED

+5

=

2

+

3

+

SAVING THROWS

SAVE TYPE

TOTAL

BASE SAVE

ATTRIBUTE MOD.

MISC. MOD.

FORTITUDE

+3

=

2

+

1

+

REFLEX

+5

=

2

+

3

+

WILL

+3

=

2

+

1

+

WEAPONS

Bola

+6

1d6+1

19

S/1

2

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

20x3

3

inflicts subdual damage, cavalry, finesse, trip

RNG

SHOTS

QUALITIES/UPGRADES

WEAPON 2

Dagger

+6

1d6+1

19

D/1

1

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

15x2

1

bleed, finesse, hurl

RNG

SHOTS

QUALITIES/UPGRADES

WEAPON 3

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

QUALITIES/UPGRADES

WEAPON 4

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

QUALITIES/UPGRADES

ARMOR

Mod. Leather

2

+0

+0

-5

15

TYPE

DR

DP

ACP

SPEED

WGT

+4

Fire 5

pech-made

DISGUISE

RESISTANCES

UPGRADES

COMBAT ACTIONS

ACTION	BONUS/MOVE	TIME	EFFECT
Attack Actions			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+6	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+5	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple *	+6	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+6	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+1	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+2	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+2	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

Initiative Actions			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate	+6	half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod. (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract	+5	half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds

Movement Actions			
Standard Move	30 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	120 ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	30 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

* The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

COMBAT ABILITIES: CLASS ABILITIES, FEATS, TRICKS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES
Hurled Proficiency	Gain the hurled proficiency (already factored in)		



HAMLIN HIGHTOWER: RULES REFERENCE

ACTION DICE

In addition to any options provided by abilities and other character options, you may spend action dice in the following ways.

- **Boost a Die Roll:** You may spend 1 action die to boost an attack check, skill check, Knowledge check, or saving throw you make. You may also spend 1 action die to boost a lethal, stress, or subdual damage result. The choice to boost may be made *after* the dice are rolled, so long as the outcome has not yet been described. When boosting, an action die “explodes” when it rolls the highest natural number possible (e.g. a 6 on a d6). You roll the action die again, adding the new result to the previous one. An action die may explode multiple times, resulting in an extremely high boost. An action die may only boost a check or result when dice are rolled. Thus, you may *not* boost a skill check when you take 10 or 20.
- **Boost Your Defense:** At the start of any combat round, you may spend 1 action die to boost your Defense by 2 for a number of rounds equal to the die’s result. This action die may explode as described above. You may only benefit from 1 action die boost to Defense at any time and the result of a new die spent to boost Defense replaces the old one, even if it’s lower.
- **Activate a Threat:** When you score a threat with an attack or skill check, you may spend 1 or more action dice to activate it as a critical hit or success (*see Fantasy Craft, pages 207 and 65, respectively*). The choice to activate must be made before additional (e.g. damage) dice are rolled and/or the outcome is described.
- **Activate an Opponent’s Error:** When an opponent within your line of sight suffers an error with an attack or skill check, you may spend 1 or more action dice to activate it as a critical miss or failure (*see pages 208 and 65*). The choice to activate must be made before additional dice are rolled and/or the outcome is described.
- **Heal Yourself:** Outside combat, you may spend and roll any number of action dice to regain vitality or wounds. For each action die spent, you regain an amount of vitality equal to the action die’s result, and 2 wounds. During combat, you must take a Refresh action before you can spend an action die to regain vitality or wounds (*see the Refresh action, page 220*). You may only do this while conscious.

SPECIES

Hearty Appetite: You benefit from the first 2 food and 2 drink you consume in each day (*see page 165*).

SPECIALTY, CLASS, & FEATS

Assistance I: Your guidance can accelerate any undertaking, though at some risk. You may increase the error range of an ally’s skill check by 1 to reduce the time it takes to 1/2 normal (rounded up, minimum 5 minutes). You may assist only 1 ally at a time and you may not perform any non-free actions when using this ability. This ability may not be used with Downtime checks.

Beguiling: When you successfully Taunt a character (*see page 220*), you may decline the standard result to have your target become *fixated* on you for 1d6 rounds (he may not attack or make skill checks, and must take at least 1 Standard Move toward you during each round, until he is attacked or makes a DC 20 Resolve check). Special characters and villains may spend 1 action die to cancel this effect and become immune to this ability for the rest of the scene.

Best of the Best: Your knowledge of your companions’ strengths and weaknesses lets you perfectly blend their talents. Once per scene when you or a teammate who can see or hear you makes a skill check, they may apply the highest available skill bonus among you.

Breadth of Experience: Blend, Bluff, Prestidigitation, and Sneak are Sage class skills for you and you gain 2 ranks in each (this is already factored in on your character sheet).

Encouragement: Once per scene, you may speak to a teammate for 1 minute to grant him a +1 morale bonus with saves for the scene.

Fortune Favors the Bold: When you roll an action die, the result increases by 2.

Free Hint: Once per session, you may request a free hint from the GM. If he refuses, you gain 1 bonus action die.

Personal Lieutenant: You gain a Personal Lieutenant, Raelia Cloudsplitter, whose stats are found on your bio sheet. Raelia is a special character with a Threat Level of 1. She has no action dice but you may spend your action dice on her behalf. Raelia may not control additional characters. If Raelia dies or is dismissed, you lose Reputation equal to your Career Level (she’s replaced in the following adventure).

Practiced Impress: If you spend an action die to boost an Impress check and it still fails, you gain the die back. Against multiple targets you only regain the die if the check fails against all of them.

Wise Counsel: Your insight lets you supplement your colleagues’ victories and make up for their failings. So long as a teammate can hear or see you when he makes an attack, skill check, save, or damage roll, you may spend and roll 1 action die to boost his result. You always roll this die and add your own action die modifiers; the teammate’s die type and modifiers are ignored. No single roll may benefit from more than 1 action die from *wise counsel*, even if multiple Sages are present.

GEAR & PERSONAL LIEUTENANT

Armor-Piercing (AP): The weapon or attack ignores the listed Damage Reduction.

Attractive I: Raelia has a +2 Appearance bonus (when making a Cha-based skill check targeting another character, Raelia gains a +1 bonus with her check per point that her Appearance bonus exceeds the target’s Appearance bonus).

Bleed: A target struck with this weapon must make a Fort save (DC equal to the damage after DR and Resistances) or begin *bleeding* (1 subdual dmg or 1d4 lethal dmg at the end of each round).

Cavalry: The weapon is designed for mounted use, negating attack penalties while mounted (*see page 215*).

Finesse: You use the higher of your Strength or Dexterity modifiers when rolling the weapon’s damage (this is already factored in).

Hurl: A character with the Hurl proficiency may throw this weapon with a range of 15 ft. × 2.

Improved Stability: Raelia is considered Huge for carrying capacity, Trample attacks, and resisting Bull Rush and Trip attempts so long as she is standing firmly on the ground.

Map, Detailed: When trekking through the depicted area, your Travel Speed increases by 1 MPH and you gain a +2 gear bonus with area Knowledge checks and Survival checks to avoid getting lost.

Reach: Your Reach increases by the listed amount with this weapon.

Trip: When wielding this weapon, you gain a +2 gear bonus with Trip actions (*see page 221*). With a ranged attack, you may try to Trip opponents in Close Quarters (Beyond Reach, up to 30 ft.)

HRO — HUMAN SCOUT

Age: 23

Height: 5 ft. 9 in.

Weight: 152 lbs.

Distinguishing Characteristics

Wild hair, body paint, crude furs and self-tanned leathers, inscrutable facial expression

Background

Hro comes from the savage highland tribes and was raised to endure a hard life of deprivation and discomfort. He took a hardy wife and she bore him a strong son. They lived as happily as they could until an evil sorcerer set up a camp in the highlands to take slaves and sacrifices for his dark masters. Hro's tribe rose up in open war against the sorcerer and the battles were terrible, the bloodshed horrid... In the end Hro led the warband that slew the fiend, taking for himself the Threefang, one of the sorcerer's twisted weapons, as a trophy.

Unfortunately, a group of the sorcerer's minions attacked the tribe's camp while the warriors were away, and Hro's wife and son were among those slaughtered. Stricken with grief, Hro left the highlands to wander, looking for nothing short of his own demise. What he found instead was Jiro Konata, a strange warrior from a distant land, who was as different from Hro as night is from day. Nonetheless, the two become fast friends, and later joined their current party in search of adventure. Hro's quest for death lingers, and he never turns from a fight on his own.





ACTION DICE

3 STARTING DICE
d4 DIE TYPE



Hro	Hardy	Ranger
CHARACTER NAME	SPECIES/TALENT	SPECIALTY
Scout 3		
FIRST CLASS/LEVEL	SECOND CLASS/LEVEL	THIRD CLASS/LEVEL
PLAYER NAME	CURRENT XP	NEXT LEVEL
Male	23	5' 9"
GENDER	AGE	HEIGHT
		152 lbs.
		WEIGHT
		Steely
		EYES
		Wild
		HAIR

PHYSICAL ATTRIBUTES				MENTAL ATTRIBUTES					
ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER
STR STRENGTH	14	+2			INT INTELLIGENCE	12	+1		
DEX DEXTERITY	14	+2			WIS WISDOM	13	+1		
CON CONSTITUTION	16	+3			CHA CHARISMA	10	+0		

SKILLS														MAX RANKS	6
ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	DEX	+7	5	2			<input type="checkbox"/>	MEDICINE	INT	+4	3	1		
<input type="checkbox"/>	ATHLETICS	STR	+7	5	2			<input type="checkbox"/>	NOTICE	WIS	+6	5	1		
<input type="checkbox"/>	BLEND	CHA	+2	2	0			<input type="checkbox"/>	PRESTIDIGITATION	DEX					
<input type="checkbox"/>	BLUFF	CHA						<input type="checkbox"/>	RESOLVE	CON	+5	2	3		
<input checked="" type="checkbox"/>	CRAFTING *	INT	+2	1	1			<input type="checkbox"/>	RIDE *	DEX	+3	1	2		
<input type="checkbox"/>	DISGUISE	CHA						<input type="checkbox"/>	SEARCH	INT					
<input type="checkbox"/>	HAGGLE	WIS						<input type="checkbox"/>	SENSE MOTIVE	WIS					
<input type="checkbox"/>	IMPRESS	CHA						<input type="checkbox"/>	SNEAK	DEX	+7	5	2		
<input checked="" type="checkbox"/>	INTIMIDATE	WIS	+5	4	1			<input type="checkbox"/>	SURVIVAL	WIS	+6	5	1		
<input type="checkbox"/>	INVESTIGATE	WIS						<input type="checkbox"/>	TACTICS	INT	+5	4	1		

FOCUSES				INTERESTS				TOTAL STUDIES	1		
CRAFTING				RIDE				Language: Common		Study: The Realm	
Tanning				Riding Mounts				Language: Elvish			
								Language: Goblin			
								Language: Ogre			

SUBPLOTS			
<input type="checkbox"/> COMPLETED		<input type="checkbox"/> COMPLETED	
<input type="checkbox"/> COMPLETED		<input type="checkbox"/> COMPLETED	



COIN		LIFESTYLE		TOTAL LIFESTYLE	1
COIN IN HAND	36s	PANACHE	0	PRUDENCE	1
		APPEARANCE BONUS	0	MONEY SAVED/EARNED	20 %
STAKE		INCOME	0		



NON-COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS			
NAME	NOTES	NAME	NOTES
Animal Empathy	+5 to non-adversary animals' Dispositions	Stalker	Always succeed with Survival and Tactics checks with
Camouflage	+5 with Blend checks in forest or jungle		DCs up to 23, and opposed checks with these skills
Double Boost	Double action dice rolled for Con-based skill checks		(results up to 23)
Favored Foes	+2 threat when attacking or making Notice, Sense Motive, or Survival checks vs. animals and beasts	Trailblazer	Share either Battlefield Trickery or Night Fighting feat with teammates (once per scene)




$$\text{INITIATIVE} = \frac{+6}{\text{TOTAL}} = \frac{4}{\text{CLASS BONUS}} + \frac{2}{\text{DEX MOD.}} + \frac{}{\text{MISC. MOD.}}$$

BASE ATTACKS					SAVING THROWS				
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+4	= 2	+ 2	+ _____	FORTITUDE	+6	= 3	+ 3	+ _____
MELEE	+4	= 2	+ 2	+ _____	REFLEX	+5	= 3	+ 2	+ _____
RANGED	+4	= 2	+ 2	+ _____	WILL	+2	= 1	+ 1	+ _____

WEAPONS					
					
<i>Dagger</i>	+4	1d6+1	19	D/1	1
TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
5x2	1	bleed, hurl (+7 attack, 1d6+2 damage)			
	SHOTS	QUALITIES/UPGRADES			

 WEAPON 1	<i>Dagger</i>		+4	1d6+1	19	D/1	1
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	15x2	1	bleed, hurl (+7 attack, 1d6+2 damage)				
	RNG	SHOTS	QUALITIES/UPGRADES				
 WEAPON 2	<i>Threefang</i>		+5	1d6+2	20	T/1	2
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	20x3	1	keen 4, return, magic (see Magic Items)				
	RNG	SHOTS	QUALITIES/UPGRADES				

	<i>Sling</i>		+5	1d4+1	20	D/2	0.5
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	60x6	10	inflicts subdual damage, load 1				
	RNG	SHOTS	QUALITIES/UPGRADES				

WEAPON 4	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	RNG	SHOTS	QUALITIES/UPGRADES				

		ARMOR			
<i>Thick Hide</i>		2			
TYPE	DR	DP	ACP	SPEED	WGT
DISGUISE	RESISTANCES		natural		
				UPGRADES	

	<i>Thick Hide</i>	2				
	TYPE	DR	DP	ACP	SPEED	WGT
	natural					
	DISGUISE	RESISTANCES			UPGRADES	

ACTION	BONUS/MOVE	TIME	EFFECT
<i>Attack Actions</i>			
Standard Attack	—	half	1 attack against 1 target
Bull Rush *	+7	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace	—	full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *	—	half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+2	half	Prestigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple *	+7	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel	—	full	Unarmed attack: hit = triple subdual damage
Taunt	+1	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+5	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+4	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+7	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

Initiative Actions			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate	<u>+1</u>	half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract	<u>+2</u>	half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds

Movement Actions			
Standard Move	<u>30</u> ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	<u>120</u> ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	30 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

* The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

NAME	NOTES	NAME	NOTES
<i>Battlefield Trickery</i>	With Ambush, target suffers Cheap Shot effects	<i>Iron Gut</i>	+2 with saves vs. disease and poison
<i>Favored Foes</i>	+2 threat range vs. Animals and Beasts	<i>Night Fighting</i>	Unless deafened, ignore blinded effects within 20 ft.
<i>Ghost Basics</i>	1/2 Sneak check movement penalties (rounded down)	<i>Rough Living</i>	+2 to Defense (already factored in)
	Double Speed when making a Hide check		+2 with saves vs. environmental effects (not factored in)
<i>Hurled Basics</i>	(Stance) Target's cover worsens by 2 grades	<i>Thick Hide</i>	DR 2 when unarmored (does not stack with armor)
	No movement (except Bonus 5-ft. Step)		



CARRYING CAPACITY

LIGHT LOAD Up to 70 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 71-210
 OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 211+
 LIFT (2 × HEAVY LOAD, NO MOVEMENT) 420
 PUSH/DRAW (2 × HEAVY LOAD, 1/4 SPEED) 420



REPUTATION AND RENOWN

LEGEND _____ REPUTATION _____ RENOWN _____
 HEROIC RENOWN _____ TITLE _____
 MILITARY RENOWN _____ TITLE _____
 NOBLE RENOWN _____ TITLE _____

GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
<i>Pouch</i>	Holds 50 coins	D/-	Soft 1	-	<i>Sack, small</i>	Holds 10 lbs.	T/1	Soft 1	0.25
<i>Tinderbox</i>	Start fire in 1 round	D/2	Hard 1	0.5	<i>Rations (5)</i>	Feeds 1 for 1 day each	T/2	Hard 1	4
					<i>Waterskin</i>	Holds 2 quarts	T/1	Soft 1	5.5
<i>Pouch</i>	Holds 50 coins	D/-	Soft 1	-					
<i>Pipe</i>	+2 Concentrate	D/1	Hard 1	0.1	<i>50 ft. hemp rope</i>	Supports 1,000 lbs.	S/2	Soft 2	10
<i>Smokeleaf</i>	Vice	D/-	Soft 1	-					
					<i>Pouch</i>	Holds 50 coins	D/-	Soft 1	1.5
<i>Pouch</i>	Holds 50 coins	D/-	Soft 1	-					
<i>Body paint (3)</i>	+2 Blend in forest	T/2	Soft 1	0.25					
	and jungle				<i>Total Encumbrance</i>				25.6

MOUNT

NAME _____ SIZE (FOOTPRINT)/REACH _____ (_____) / _____ SPEED _____ TRAVEL _____
 ATTRIBUTES _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____
 SKILLS _____
 QUALITIES _____
 ATTACKS _____

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
 QUALITIES _____

CONTACT 1

CONTACT 2

NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____	NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____
ATTRIBUTES _____ REP COST _____	ATTRIBUTES _____ REP COST _____
INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____	INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____
SKILLS _____	SKILLS _____
QUALITIES _____	QUALITIES _____
ATTACKS _____	ATTACKS _____
GEAR _____	GEAR _____

HOLDING 1

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____	NAME _____ SCALE _____ GUESTS _____ / MAX _____
UPGRADES _____	UPGRADES _____
_____ REP. COST _____	_____ REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST
<i>Threefang (chakram)</i>	3	Cagey I (auto-save once per scene)	Spell Effect (Cause Wounds III, once per scene)	9
			As a full action, touch 1 target with Threefang	
			(attack check if they resist or if used at range)	
			with a touch or hit, inflict 30 lethal damage	
			(Will save with DC 10 to suffer only 1/2 damage)	



GEAR AND PRIZES



HRO: RULES REFERENCE

ACTION DICE

In addition to any options provided by abilities and other character options, you may spend action dice in the following ways.

- **Boost a Die Roll:** You may spend 1 action die to boost an attack check, skill check, Knowledge check, or saving throw you make. You may also spend 1 action die to boost a lethal, stress, or subdual damage result. The choice to boost may be made *after* the dice are rolled, so long as the outcome has not yet been described. When boosting, an action die “explodes” when it rolls the highest natural number possible (e.g. a 6 on a d6). You roll the action die again, adding the new result to the previous one. An action die may explode multiple times, resulting in an extremely high boost. An action die may only boost a check or result when dice are rolled. Thus, you may *not* boost a skill check when you take 10 or 20.
- **Boost Your Defense:** At the start of any combat round, you may spend 1 action die to boost your Defense by 2 for a number of rounds equal to the die’s result. This action die may explode as described above. You may only benefit from 1 action die boost to Defense at any time and the result of a new die spent to boost Defense replaces the old one, even if it’s lower.
- **Activate a Threat:** When you score a threat with an attack or skill check, you may spend 1 or more action dice to activate it as a critical hit or success (*see Fantasy Craft, pages 207 and 65, respectively*). The choice to activate must be made before additional (e.g. damage) dice are rolled and/or the outcome is described.
- **Activate an Opponent’s Error:** When an opponent within your line of sight suffers an error with an attack or skill check, you may spend 1 or more action dice to activate it as a critical miss or failure (*see Fantasy Craft, pages 208 and 65*). The choice to activate must be made before additional dice are rolled and/or the outcome is described.
- **Heal Yourself:** Outside combat, you may spend and roll any number of action dice to regain vitality or wounds. For each action die spent, you regain an amount of vitality equal to the action die’s result, and 2 wounds. During combat, you must take a Refresh action before you can spend an action die to regain vitality or wounds (*see the Refresh action, Fantasy Craft, page 220*). You may not spend action dice to heal while unconscious.

ORIGIN, CLASS, & FEATS

Animal Empathy: The Dispositions of non-adversary animals increase by 5, adjusting their modifiers with related checks and improving their Attitude by 1 grade (*see page 373*).

Battlefield Trickery: When you successfully Ambush one or more characters (*see page 83*), you may target up to two of them with the effects of a successful Cheap Shot trick.

Cheap Shot: For each character, choose 1 of their attributes or their Speed, inflicting a –2 penalty with attack and skill checks using the chosen attribute, or a –10 ft. penalty to their Speed, until the end of the scene) Each combatant may suffer from only 1 successful Cheap Shot per scene.

Camouflage: You gain a +5 gear bonus with Blend checks while in forest or jungle.

Double Boost: You may spend and roll 2 action dice to boost Constitution-based skill checks.

Favored Foes: Your threat range increases by 2 when attacking and making Notice, Sense Motive, and Survival checks targeting standard animals and beasts (*see page 226*).

Ghost Basics: Your Sneak check movement penalties decrease to 1/2 (rounded down). Also, you may move up to double your Speed while making a Hide check (*see page 82*).

Hurled Basics: Your Strength modifier is doubled when calculating thrown weapon damage (this is already factored in on your character sheet). Also, you gain a stance.

Zen Shot (Stance): Your target’s cover worsens by 2 grades (e.g. 1/2 cover becomes no cover). You may not move while in this stance (though you may still take Bonus 5-ft. Steps as normal).

Iron Gut: You gain a +2 insight bonus with saves against disease and poisons.

Rough Living: Your time in the wild has toughened you. You gain a +2 bonus to Defense (this is already factored in on your character sheet), as well as with saves prompted by the environment (this is not).

Stalker: Each time you fail a Survival or Tactics check and don’t suffer an error, you still succeed as long as the check DC (or your opponent’s check result) is 23 or less. If several grades of success are possible, you achieve only the lowest possible positive result.

Thick Hide 2: You’re considered to be wearing partial armor that provides DR 2. This does not stack with DR from armor.

Trailblazer: Your presence ensures that everyone survives even the most hostile environments. Once per scene as a free action, you may temporarily grant your teammates 1 of your Terrain feats (Battlefield Trickery or Night Fighting) until the end of the scene.

GEAR & MAGIC ITEMS

Bleed: A target struck with this weapon must make a Fort save (DC equal to the damage after DR and Resistances) or begin *bleeding* (1 subdual dmg or 1d4 lethal dmg at the end of each round).

Cagey I: So long as you wield Threefang, you may automatically succeed with 1 save per scene.

Cause Wounds III: Once per scene as a full action, you may make a touch attack

Cause Wounds: Once per scene as a full action, you may touch Threefang to a character to inflict 30 lethal damage (or 15 if the target makes a Will save against a DC of 10). If the target resists or you use this effect at range, you must make a ranged attack check with Threefang (using your standard bonuses and modifiers).

Hurl: A character with the Hurlled proficiency may throw this weapon with a range of 15 ft. × 2.

Keen: The weapon’s damage rises by the listed amount when determining critical injuries and massive damage (*see page 208*).

Load: You may reload this weapon with the listed number of half actions.

Return: With a miss, Threefang automatically returns to you at the start of your next Initiative Count (or to your square if you move before then).

Subdual Damage: Subdual damage is not applied to vitality and wounds. Rather, each time a special character suffers subdual damage, he must make a Fortitude save (DC 10 + 1/2 his total subdual damage, rounded down). With failure, he becomes *fatigued* (or his *fatigued* grade increases by 1), and his total subdual damage resets to 0 (*see page 213*).

RUNNING OX — OGRE SOLDIER

Age: 52

Height: 9 ft. 1 in.

Weight: 745 lbs.

Distinguishing Characteristics

Wild, unkempt hair; ragged (but reasonably clean) clothing; hides and other trophies from his vic- ... erm, *enemies* displayed on his armor and weapons

Background

Running Ox hails from one of the countless ogre tribes that wander the far steppes. Even among his warlike people, he stood out for his bravery, fearlessness, and brutal skill at arms. His tribe expected him to eventually become war chief but he never had any interest in leadership, and was instead drawn by the siren song of civilization. He departed his tribe as soon as his elders allowed him to explore the wonders of the great cities of the world.

Shortly thereafter, Running Ox was tricked and captured by a band of slavers, who sold him into gladiatorial service. In this role he honed his bloody gifts and learned to accept killing as a profession. It was only through the kindness of Captain Durok Bloodshield, an orc mercenary who smashed the gladiatorial ring at the behest of the crown, that Running Ox escaped a senseless death. The ogre signed on with the captain and has served with him ever since.

Running Ox feels a certain companionship with the party but he remains closest to “the captain” and gives Durok’s words the most weight.





3 d4
STARTING DICE DIE TYPE



Running-Ox

CHARACTER NAME

Soldier 3

FIRST CLASS/LEVEL

Male

AGE

52

Ogre

SPECIES/TALENT

SECOND CLASS/LEVEL

9' 1"

HEIGHT

745 lbs.

WEIGHT

Tribesman

SPECIALTY

THIRD CLASS/LEVEL

Merciless

EYES

Unkempt

HAIR

PHYSICAL ATTRIBUTES

ATTRIBUTE NAME

SCORE

MODIFIER

STR

16

+3

STRENGTH

DEX

14

+2

DEXTERITY

CON

18

+4

CONSTITUTION

IMPAIRED SCORE

IMPAIRED MODIFIER

MENTAL ATTRIBUTES

ATTRIBUTE NAME

SCORE

MODIFIER

INT

12

+1

INTELLIGENCE

WIS

12

+1

WISDOM

CHA

8

-1

CHARISMA

IMPAIRED SCORE

IMPAIRED MODIFIER

SKILLS

MAX RANKS

6

ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	DEX						<input type="checkbox"/>	MEDICINE	INT					
<input type="checkbox"/>	ATHLETICS	STR	+13	8	3	2	19-20	<input type="checkbox"/>	NOTICE	WIS	+3	2	1		
<input type="checkbox"/>	BLEND	CHA						<input type="checkbox"/>	PRESTIDIGITATION	DEX					
<input type="checkbox"/>	BLUFF	CHA						<input type="checkbox"/>	RESOLVE	CON	+9	3	4	2	19-20
<input type="checkbox"/>	CRAFTING *	INT						<input type="checkbox"/>	RIDE *	DEX					
<input type="checkbox"/>	DISGUISE	CHA						<input type="checkbox"/>	SEARCH	INT					
<input checked="" type="checkbox"/>	HAGGLE	WIS	+3	2	1			<input type="checkbox"/>	SENSE MOTIVE	WIS					
<input type="checkbox"/>	IMPRESS	CHA						<input checked="" type="checkbox"/>	SNEAK	DEX	+5	3	2		
<input type="checkbox"/>	INTIMIDATE	WIS	+5	4	1			<input type="checkbox"/>	SURVIVAL	WIS	+4	3	1		
<input type="checkbox"/>	INVESTIGATE	WIS						<input type="checkbox"/>	TACTICS	INT	+6	5	1		

FOCUSES

INTERESTS

TOTAL STUDIES

2

CRAFTING

RIDE

Language: Ogre

Study: Ogre Lands

Language: Common

Study: Gambling

Language: Orcish

SUBPLOTS

☐ COMPLETED

☐ COMPLETED

☐ COMPLETED

☐ COMPLETED

☐ COMPLETED

☐ COMPLETED

COIN

LIFESTYLE

TOTAL LIFESTYLE

0

COIN IN HAND

13s

PANACHE

0

PRUDENCE

0

APPEARANCE BONUS

0

MONEY SAVED/EARNED

15

%

STAKE

INCOME

0

NON-COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS

NAME

NOTES

BSM (Athlete)

+2 and 19-20 threat with Athletics and Resolve

(already factored in)

Enlight. Athletics

Maximum Athletics ranks is 8

Paired Skills

Purchase ranks in Resolve, gain ranks in Survival

NAME

NOTES

Restricted Actions

When making Influence, Outmaneuver, and Tumble checks, your result may not exceed 15 and your error range increases by 2

Reveled

Dispositions of non-Ogres decrease by 10



DEFENSE 15 = 10 + 2 + 2 + -1 + 3 - 1

TOTAL CLASS BONUS DEX MOD. SIZE MOD. MISC. MOD. ARMOR MOD.

VITALITY 48 WOUNDS 27

TOTAL CURRENT TOTAL CURRENT

CRITICAL INJURIES

SUBDUAL STRESS

CURRENT FATIGUED CURRENT SHAKEN

CONDITIONS

SIZE		
SIZE	FOOTPRINT	REACH
Large	2x2	1

GROUND SPEED	OTHER SPEED	TRAVEL SPEED
BASE	BASE	MPH
30 ft.		3

PROFICIENCIES

PROFICIENT	FORTE		PROFICIENT	FORTE	
■	■	UNARMED	□	□	BOWS
■	■	BLUNT	□	□	BLACK POWDER
■	■	EDGED	□	□	SIEGE WEAPONS
■	■	HURLED			

INITIATIVE +4 = 2 + 2 +

TOTAL CLASS BONUS DEX MOD. MISC. MOD.

BASE ATTACKS					SAVING THROWS				
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+6	3	3		FORTITUDE	+6	2	4	
MELEE	+6	3	3		REFLEX	+3	1	2	
RANGED	+5	3	2		WILL	+4	3	1	

WEAPON 1		WEAPONS				
		Bastard sword	+7	1d12+3	20	M/1 18
		TYPE	ATK	DMG	THREAT	SZ/HAND WGT
		massive, ogre-made				
		QUALITIES/UPGRADES				
RNG	SHOTS					

WEAPON 2		WEAPONS				
		Tower shield	+7	1d6+3	none	M/1 12
		TYPE	ATK	DMG	THREAT	SZ/HAND WGT
		inflicts subdual damage, guard +3				
		QUALITIES/UPGRADES				
RNG	SHOTS					

WEAPON 3		WEAPONS				
		TYPE	ATK	DMG	THREAT	SZ/HAND WGT
		QUALITIES/UPGRADES				
RNG	SHOTS					

WEAPON 4		WEAPONS				
		TYPE	ATK	DMG	THREAT	SZ/HAND WGT
		QUALITIES/UPGRADES				
RNG	SHOTS					

ARMOR		ARMOR				
		Partial chainmail	3	-1	-1	-5 ft. 90
		TYPE	DR	DP	ACP	SPEED WGT
		-8	Edged 2	light fittings		
		DISGUISE	RESISTANCES	UPGRADES		

COMBAT ACTIONS

ACTION	BONUS/MOVE	TIME	EFFECT
Attack Actions			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+13	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+2	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple *	+13	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+1	full	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+5	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+9	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+2	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

Initiative Actions			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate	+1	half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod. (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract	+2	half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds

Movement Actions			
Standard Move	35 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	140 ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	35 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

* The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

COMBAT ABILITIES: CLASS ABILITIES, FEATS, TRICKS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES
Accurate	Double action dice rolled for attack checks	Game Hunter	+2 damage vs. standard animals and beasts
Charging Basics	+5 Spd.; 1 free attack during Run (3x per combat)	No Pain	Ignore first fatigued or shaken grade (once per scene)
Charging Mastery	1 additional attack during Run (2 total) (3x per combat)	Sword Basics	(Free action) Anticipate a target you've hit with a sword
Charging Supremacy	Roll damage twice during Run, keeping preferred result		(Stance) +1 w/ melee attacks and +3 w/ melee damage
Extra Proficiency	+1 proficiency or trick (already factored in)	Unbreakable	Attribute impairment decreases by 2 (minimum 0)
Fortunes of War	DR 1 (2 in Dramatic Scenes) - not factored in		



CARRYING CAPACITY

LIGHT LOAD Up to 250 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 251-750
 OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 751+
 LIFT (2 × HEAVY LOAD, NO MOVEMENT) 1,500
 PUSH/DRAW (2 × HEAVY LOAD, 1/4 SPEED) 1,500



REPUTATION AND RENOWN

LEGEND _____ REPUTATION _____ RENOWN _____
 HEROIC RENOWN _____ TITLE _____
 MILITARY RENOWN _____ TITLE _____
 NOBLE RENOWN _____ TITLE _____

GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
<i>Backpack</i>	+2 Str. for carrying	M/-	Soft 2	3	<i>Large sack</i>	Holds 25 lbs.	S/1	Soft 1	1
<i>50 ft. hemp rope</i>	Supports 1,000 lbs.	S/2	Soft 2	10	<i>Rations (7)</i>	Feeds 1 for 1 day each	T/2	Hard 1	5
<i>Grappling hook</i>	+2 Climb with rope	T/1	Hard 2	4	<i>Waterskin</i>	Holds 2 quarts	T/1	Soft 1	5.5
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	<i>Pouch</i>	Holds 50 coins	D/1	Soft 1	0.5
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	<i>Total Encumbrance</i>	_____	_____	_____	149

MOUNT

NAME _____ SIZE (FOOTPRINT)/REACH _____ (_____) / _____ SPEED _____ TRAVEL _____
 ATTRIBUTES _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____
 SKILLS _____
 QUALITIES _____
 ATTACKS _____

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
 QUALITIES _____

CONTACT 1

CONTACT 2

NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____ NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____
 ATTRIBUTES _____ REP COST _____ ATTRIBUTES _____ REP COST _____
 INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____
 SKILLS _____ SKILLS _____
 QUALITIES _____ QUALITIES _____
 ATTACKS _____ ATTACKS _____
 GEAR _____ GEAR _____

HOLDING 1

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____ NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____ UPGRADES _____
 _____ REP. COST _____ _____ REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____



GEAR AND PRIZES



RUNNING OX: RULES REFERENCE

ACTION DICE

In addition to any options provided by abilities and other character options, you may spend action dice in the following ways.

- **Boost a Die Roll:** You may spend 1 action die to boost an attack check, skill check, Knowledge check, or saving throw you make. You may also spend 1 action die to boost a lethal, stress, or subdual damage result. The choice to boost may be made *after* the dice are rolled, so long as the outcome has not yet been described. When boosting, an action die “explodes” when it rolls the highest natural number possible (e.g. a 6 on a d6). You roll the action die again, adding the new result to the previous one. An action die may explode multiple times, resulting in an extremely high boost. An action die may only boost a check or result when dice are rolled. Thus, you may *not* boost a skill check when you take 10 or 20.
- **Boost Your Defense:** At the start of any combat round, you may spend 1 action die to boost your Defense by 2 for a number of rounds equal to the die’s result. This action die may explode as described above. You may only benefit from 1 action die boost to Defense at any time and the result of a new die spent to boost Defense replaces the old one, even if it’s lower.
- **Activate a Threat:** When you score a threat with an attack or skill check, you may spend 1 or more action dice to activate it as a critical hit or success (*see Fantasy Craft, pages 207 and 65, respectively*). The choice to activate must be made before additional (e.g. damage) dice are rolled and/or the outcome is described.
- **Activate an Opponent’s Error:** When an opponent within your line of sight suffers an error with an attack or skill check, you may spend 1 or more action dice to activate it as a critical miss or failure (*see pages 208 and 65*). The choice to activate must be made before additional dice are rolled and/or the outcome is described.
- **Heal Yourself:** Outside combat, you may spend and roll any number of action dice to regain vitality or wounds. For each action die spent, you regain an amount of vitality equal to the action die’s result, and 2 wounds. During combat, you must take a Refresh action before you can spend an action die to regain vitality or wounds (*see the Refresh action, page 220*). You may only do this while conscious.

SPECIES

No Pain: You may ignore the first *fatigued* or *shaken* condition you suffer in each scene (*see page 213*).

Reveled: The Dispositions of non-ogres decrease by 10, worsening their modifiers with related checks and adjusting their Attitudes down by 2 grades (*see page 373*).

Restricted Actions: Influence, Outmaneuver, and Tumble checks you make are considered untrained (your result may not exceed 15 and your error range increases by 2).

Unbreakable: Each time you suffer attribute impairment, it drops by 1 (minimum 0).

SPECIALTY, CLASS, & FEATS

Accurate: Your finely honed physique is your deadliest weapon. Each time you spend 1 action die to boost an attack check, you roll and add the results of 2 dice (e.g. at Career Level 1, 1d4 becomes 2d4).

Basic Skill Mastery (Athlete): You gain a +2 insight bonus and a threat range of 19–20 with Athletics and Resolve checks (factored in).

Charging Basics: Your Speed increases by 5 ft. (this is already factored in on your character sheet), and you gain a trick.

Charge (Run Trick): You may make 1 free attack at any point during your movement (ignoring adjacency for that attack only). You may use this ability up to 3 times per combat.

Charging Mastery: When you Charge, you may make up to 2 free attacks, each at any point during your movement.

Charging Supremacy: While Charging, you may roll damage twice, keeping the result you prefer.

Extra Proficiency: You gain 1 additional proficiency or trick (this is already factored in on your character sheet).

Fortunes of War I: You stand fast in battle, especially when the pressure’s on. At Level 2, you gain Damage Reduction 1. During dramatic scenes, this DR increases to 2. This is *not* yet factored in on your character sheet.

Game Hunter: You inflict 2 additional damage on standard animals and beasts.

Paired Skills: Each time you gain ranks in the Resolve skill, you gain equal ranks in the Survival skill. This may not increase your Survival skill beyond its maximum rank.

Riding Mounts Focus: You gain the Ride skill’s Riding Mounts focus (this is already factored in on your character sheet).

Sword Basics: Once per round as a free action, you may Anticipate an opponent that you’ve hit with a sword this round (make a Sense Motive check with a –4 penalty (DC 10 + target’s base attack bonus); with success, you gain a +1 Defense dodge bonus vs. the target’s attacks for 1 full round). You may only Anticipate one target’s attacks at a time. Also, you gain a stance.

Martial Spirit (Stance): You gain a +1 bonus with melee attack checks and a +3 bonus with melee damage rolls.

GEAR & MAGIC ITEMS

Guard: This weapon grants a gear bonus to Defense. You lose this bonus when *flat-footed*, *held*, *helpless*, *pinned*, *sprawled*, or unconscious.

Massive: A character must have a Strength score of 15 or higher to wield this weapon. Also, a smaller opponent hit with the weapon must make a successful Fortitude save (DC equal to the damage after DR and Resistances are applied) or become *sprawled* (*see page 213*).

Ogre-Made: This weapon is adorned with bones and other viscera claimed from enemies, to give opponents pause. While wielding this weapon you may force 1 special adversary or 1 mob to make a Morale check (Resolve vs. DC 15) or suffer the following effects.

Hesitation (failure by up to 5): The character(s) may not move toward or take an action against opponents this round. A hero or villain may spend 1 action die to ignore this result.

Withdrawal (failure by up to 6–10): The character(s) must take at least 1 Move action away from his opponents this round. A hero or villain may spend 1 action die to ignore this result.

Retreat (failure by up to 11–15): The character(s) must move away from enemies until they escape or gain at least 1/2 cover from all opponents. A hero or villain may spend 2 action dice to ignore this result.

Subdual Damage: Subdual damage is not applied to vitality and wounds. Rather, each time a special character suffers subdual damage, he must make a Fortitude save (DC 10 + 1/2 his total subdual damage, rounded down). With failure, he becomes *fatigued* (or his *fatigued* grade increases by 1), and his total subdual damage resets to 0 (*see page 213*).