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 Ezraimei the saurian, but the blue flame of revenge will always burn hottest and brightest in his heart.



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	ATHLE	ETICS	STR	= _	+	+				NOTICE	WI	_	+7 =	6	+ 1	+	
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Hana	l of Dea	th	Always su	cceed with Ble	nd and Reso	olve chec	ks with	<u> </u>	Quick	k on Your Feet	Make Dis	guise o	checks	withou	t kit		
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* 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 bene,	fit).

Move up to Speed in any direction

Draw, sheath, pick up, or manipulate 1 object

1 Standard Move; +4 dodge bonus to Def for 1 full round

Move $4 \times \text{Speed}$ in straight line (3 × Speed in full armor); become *flat-footed*

Prepare to ride 1 trained animal or vehicle

Stand or drop prone, become flat-footed

Movement Actions
Standard Move

Handle item

Reposition

Run

Mount/Dismou

Total Defense

30_ft.

0 ft

0 ft.

0 ft

120_ft.

30_ft

half

half

full

half

full

	COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, AI	ND OTHER OPTIONS
NAME	NOTES	NAME	NOTES
Always Ready	Always act during surprise rounds	Heartseeker	+3 BAB and AP 2 vs. special characters
Angry Hornet	-2 to attacks & skills to make 2 hurled or bow attacks	Knife Basics	Knives always armed; (stance) 1h melee attacks inflict
Cheap Shot	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	Menacing Threat	Threaten 1-3 opponents at once with one roll
	-1 with attribute or -10 Speed until the end of the scene.	Step In	Suffer adjacent character's damage (once per combat)
Elusive	Take attack & skill penalty for equal Defense bonus	Tenacious Spirit	+2 vitality per level (already factored in)



	CARRYING CAP	ACITY				REPUTATION AN	D RENOWN		
IGHT LOAD Up t	to 70 HEAVY LOAD (-2 DE	F/PHYSICAL,	1/2 SPEED)	71-210	LEGEND	REPUTATION	RE	NOWN	
	F/PHYSICAL, CAN'T MOVE)	211+	11		HEROIC RENOWN				
.IFT (2 × HEAVY LOAI	D, NO MOVEMENT) 420		C.		MILITARY RENOWN	N TITLE			
PUSH/DRAG (2 × HEA	VY LOAD, 1/4 SPEED) $\underline{\hspace{1cm}}$	0		Co.	NOBLE RENOWN _	TITLE			
				GE	AR				
JAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	+2 Str for carrying	S/-	Soft 2		Pouch	Holds 50 coins		Soft 1	
60 ft. silk rope	Supports 750 lbs.	S/2	Soft 2		Tinderbox	Start fire in 1 round	D/2	Hard 1	0.5
Grappling hook Rations (7)	+2 Climb with rope Feeds 1 for 1 day each		Hard 2 Hard 1	- - 4 5					
Waterskin	Holds 2 quarts	T/1	Soft 1	 5.5					
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Sack, small	Holds 10 lbs.	T/1	Soft 1	0.25					
Spyglass	x2 vision increment	T/1	Hard 2	3					
					Total Encumbra	nce			56.25
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JAME		SPEED	Т	RAVEL	SIZE/DEF	OCC/LOAD		CONST	
QUALITIES									
	CONTACT	1	~			CONTACT	2	~	
JAME			ru ci	DEED	NAME	1	SIZE/REACH	ı çpi	FED
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	HOLDING				4	HOLDING	2		
JAME	SCALE	GUEST	TS/ M.	AX	NAME	SCALE _	GUESTS	/ MA	.X
JPGRADES					UPGRADES				
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	AN		_	MAGIC	ITEMS				
JAME	ITEM L'			-+ (1 110	1::	CHARMS			REP COST
Retribution" (long	<u>g knife)</u> 3		ge Aura, Gre			None			5
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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

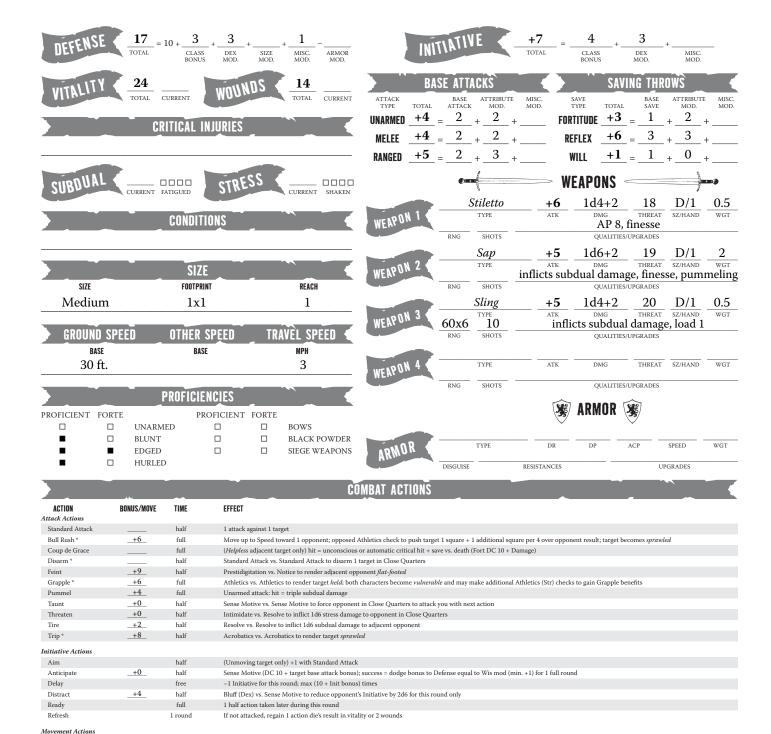
Like most saurian young, Ezraimei was born from a clutch of eggs, laid then abandoned by her mother before birth. Her clutch was unlucky and all but two were eaten before hatching - she and her brother, Ekrajmez. The siblings grew up on the outskirts of cities and were eventually adopted by a kindly thief with a soft spot for orphans. Ezraimei 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; Ezraimei 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.



	Ezraimei Saurian SPECIES/TALENT Burglar 3					gue					A.11
	ar 3	SPECIES/TALENT		SPECIALT	1		5 P/(1)				Ž
FIRST CLASS/LEVEL		SECOND CLASS/LEVEL		THIRD CL	ASS/LEVEL			244			1 (1)
PLAYER NAME		CURRENT XP		NEXT LEV	'EL		_	DICE			
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	5 +2	SCORE MODIFIER	NAME INT	score modi		SCORE MODIFIER	I I I I		Dell'	~	
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CON 1	4 +2		CHA	11 +	0		{ AN			T	
CONSTITUTION			CHARISMA		<u> </u>				1	*	₹
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□ ACROBAT	ICS DEX	+8 = <u>5</u>	+ 3 + -		-	MEDICINE	INT +5		+ 1 +		
□ ATHLETIC	S STR	<u>+6</u> = <u>4</u>	+ +			NOTICE	WIS		+ 0 +		
□ BLEND	CHA	=	+ + _			PRESTIDIGITA		= 6	+ +		
□ BLUFF	CHA	$\frac{+4}{+5} = \frac{4}{4}$	+ 0 + -			RESOLVE	CON	- = <u>4</u>	+ +		
□ CRAFTING		= _ 	+ +			RIDE *	DLX		+ -5 +		
□ DISGUISE	СНА	= +4 ₌ 4	+ + _			SEARCH	11/1	_ =	+ +		
□ HAGGLE	WIS	= <u></u>	+ +			SENSE MOTIVI		=	⁺ ⁺ 3 ₊		
□ IMPRESS	CHA	=	+ +			SNEAK	DLX	_ =	+ +		
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			7	•			1		-	estyle 0	
COIN IN HAND		174s				PANACHE _	0		RUDENCE _	15	
					APPEA	RANCE BONUS _	10s	MONEY SAVEI	D/EARNED _		%
STAKE _						INCOME _					
	٠, , , , , , , , , , , , , , , , , , ,	NON-COMI	BAT ABILITIE	ES: CLÁSS A		, FEATS, AND	OTHER OPTIONS			``	
NAME Cold-Blooded	NOTES Require of	nly 1 meal/day, cold	l vulnerabiliti	ies	NAME Sharp	Mind	NOTES +1 skill point per	level (alread	y factored	in)	
Darkvision I		e effects of dim and		<u>-</u>	- Trap		Roll twice with Re				evices
Dexterous		tion dice rolled for		till checks		Very Sneaky	Always succeed w				
Practised Sneak		action die result fai				<u> </u>	with DCs up to 23				
			,								
							skills (results up to	າ 23)			
							skills (results up to	o 23)			





Move up to Speed in any direction

Draw, sheath, pick up, or manipulate 1 object

1 Standard Move; +4 dodge bonus to Def for 1 full round

Move 4 × Speed in straight line (3 × Speed in full armor); become *flat-footed*

Prepare to ride 1 trained animal or vehicle

Stand or drop prone, become flat-footed

Standard Move

Handle item

Mount/Dismou

Total Defense

Reposition

30_ ft.

0 ft

0 ft.

120_ft.

30_ft.

half

half

full

half

	COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, AN	O OTHER OPTIONS
NAME	NOTES	NAME	NOTES
Agile Defense	Defense increased by 1 (already factored in)	Evasion I	No damage suffered with successful "save for half"
Ambush Basics	$\underline{2}$ rounds to make Ambush check; +1 die of sneak attack	Knife Basics	Knives always armed; (stance) 1h melee attacks inflict
Ambush Mastery	May convert damage without suffering -4 penalty		2 dice of sneak attack damage + no move actions
	$\underline{\text{Target doesn't lose flat-footed when you inflict subdual}}$	Natural Attacks	Bite I (atk +4; dmg 1d6+2; threat 18-20)
Ambush Supremacy	+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	Total Sneak Attack	2 dice (or 4 dice when in Knife Basics stance)



e 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).

	CARRYING CAP	ACITY	,	•		REPUT	ATION AND	RENOWN		
IGHT LOAD Up to	o 100 HEAVY LOAD (-2 DEI		1/2 SPEED)1	01-300	LEGEND	REPUTA	TION	REI	NOWN	
OVERLOADED (-5 DE	F/PHYSICAL, CAN'T MOVE)	301+	11-11-		HEROIC RENOWN	N TI	TLE			
IFT (2 × HEAVY LOAI	D, NO MOVEMENT)600)	C.		MILITARY RENOW	VN TI	TLE			
'USH/DRAG (2 × HEA'	VY LOAD, 1/4 SPEED)600	0		D	NOBLE RENOWN	TI	TLE			
		•		6	EAR				~	
IAME	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT		SZ/HAND	CONST	WEIGHT
Backpack	+2 Str for carrying	S/-	Soft 2	_ 3	Large sack	Holds 25	lbs.	S/1	Soft 1	0.5
0 ft. silk rope	Supports 750 lbs.	S/2	Soft 2	5	Thieves' tools	For Disarr	m checks	D/2	Hard 1	1
Grappling hook	+2 Climb with rope	T/1	Hard 2	4	Tinderbox	Start fire i	n 1 round		Hard 1	0.5
Blanket	Cold Resistance 4		Soft 1	5						
Rations (7)	Feeds 1 for 1 day each		Hard 1	5						
Waterskin	Holds 2 quarts		Soft 1	5.5						
Purse	Holds 200 coins		Soft 1							
Dice	+2 Relax	D/1	Hard 1		-					
<u></u>	+2 ICIAX		Tiaiu i		Total Encumbr	 ance				39.5
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				M	DUNT			-		
JAME		SIZE (FOOT	PRINT)/REACI	Н () /	SPEED		TR	AVEL	
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KILLS										
QUALITIES										
TTACKS										
	AN			VE	HICLE					
JAME		SPEED	Т	ΓRAVEL	SIZE/D	EF	OCC/LOAD _		CONST	
QUALITIES										
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	HOLDING 1		·	•			HOLDING 2			
JAME	SCALE	GUEST	S/ M.	AX	NAME		_ SCALE	GUESTS	/ MAX	ζ
JPGRADES					UPGRADES					
			REP. COS	ST					REP. COST	
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IAME	ITEM LY	VL ESSENC	EES			CHARMS				REP COST
										



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);

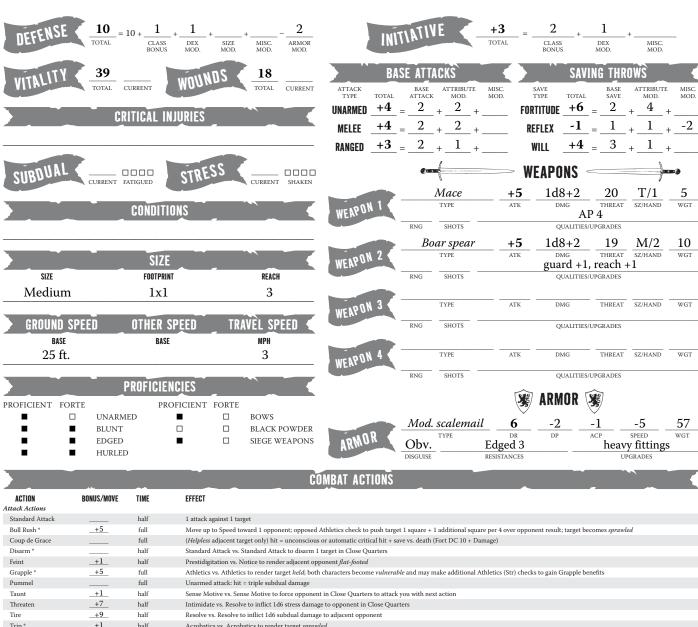
Spd 30 ft. ground; Init +2; Atk +3 (melee and unarmed), +2 (hurled and ranged); Def 12; Res +2 (Reflex), +2 (Fortitude), +2 (Will); Health (Damage save) +3; Comp +1; Skills: Intimidate +5, Ride +4, Survival +4, Tactics +3; Qualities: *Always ready, banned action (Calm, Influence), class ability (Soldier: 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

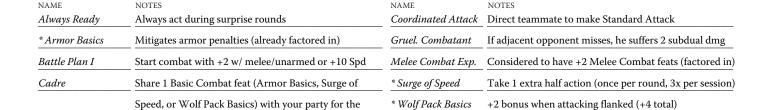


Durok Blood	shield		rc		Fighter	60	MA (2)		mad
CHARACTER NAME Captain	3	SPECIES/TALENT		SPECIALTY		57			
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CON 18	+4		CHA _	14 +2			a de la companya della companya dell	A STATE OF THE STA	}
				SKI	LLS			N RA	MAX ANKS 6
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Attack 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 sprawled
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 flat-footed
Grapple *	_+5_	full	Athletics vs. Athletics to render target held; both characters become vulnerable 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	_+7_	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 *	_+1	half	Acrobatics vs. Acrobatics to render target sprawled
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	_+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	_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 prone, become flat-footed
Run	_120_ ft.	full	Move $4 \times$ Speed in straight line ($3 \times$ Speed in full armor); become flat-footed
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

* 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).

rest of the current scene (once per scene)



	CARRYING CAP	ACITY				REPUTATION AND	RENOWN		
IGHT LOAD Up to	100 HEAVY LOAD (-2 DEF	P/PHYSICAL, 1	/2 SPEED) _	101-300	LEGEND	REPUTATION	REI	NOWN	
VERLOADED (–5 DEF/I	PHYSICAL, CAN'T MOVE)	301+	11d		HEROIC RENOWN				
IFT (2 × HEAVY LOAD,	NO MOVEMENT)600	<u> </u>	C		MILITARY RENOWN _	TITLE			
USH/DRAG (2 × HEAVY	(LOAD, 1/4 SPEED)600	<u> </u>		الرو	NOBLE RENOWN	TITLE			
				GE	AR				
AME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
addlebags	+2 Str for carrying		Soft 2		Pouch	Holds 50 coins	D/-	Soft 1	-
lag	+2 Impress/Intim.		Soft 2		Pipe	+2 Concentrate		Hard 1	0.1
Tent	Heat/Cold Resist 4		Soft 2	15	Whistle	Heard 500'/1m away	D/1	Hard 1	0.5
Bedroll	Cold Resistance 4		Soft 1	5		_			
xe, hand	Improvised hatchet		Hard 2	5					
inderbox	Start fire in 1 round		Hard 1	0.5		_			
ishing pole	+2 Forage (fish)		Hard 1	4		_			
00 ft. hemp rope	Supports 1,000 lbs.		Soft 2			_			
Pations (14)	Feeds 1 for 1 day each		Hard 1		Total Encumbrance	_			72.6
Vaterskin	Holds 2 quarts		Soft 1	5.5	Mule Encumbrance	(left column)			87
				MO	UNT			~~	
AME Ham	ibone (Mule)	SIZE (FOOTI	PRINT)/REA	CH L (1x2 _{)/} 1	SPEED 30 ft. Grou	and TR	AVEL	5
	5, Dex 10, Con 12, Int 6,				ATK +1 DEF	10 .0		-2 _{COMP}	
	+6, Athletics +7, Notice				<u></u>				
	Reduction 1, improved	sense (scen	t), improv	ed stability, s	superior traveler II (se	ee rules reference for des	scriptions)		
	mg 1d8+2 lethal; threat	20)							
T 1110.10		,						~	
<u> </u>	v			VEH	ICLE				
AME		SPEED		TRAVEL	SIZE/DEF	OCC/LOAD _		CONST	
UALITIES									
	CONTACT 1		~			CONTACT 2	2		
AME	TRUST	SIZE/REACI	Н	SPEED	NAME	TRUST	SIZE/REACH	H SPEI	FD
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	DLF RL3							COMP	
UALITIES					QUALITIES				
EAR					GEAR				
EAR			~		GEARK				
	HOLDING 1					HOLDING 2	2		
AME	SCALE	GUESTS	S/ N	MAX	NAME	SCALE	GUESTS	/ MAX	ζ
PGRADES					UPGRADES				
			REP. CC	OST				REP. COST	
			_	MACIC	ITEMS			~	
AME	ITEM IX	/L ESSENCI	ES	MAUIC		HARMS			REP COST
AWIL	TILIVILY	L ESSENCE	LJ		Ci	TAKWIS			KLI COSI



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 targe 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

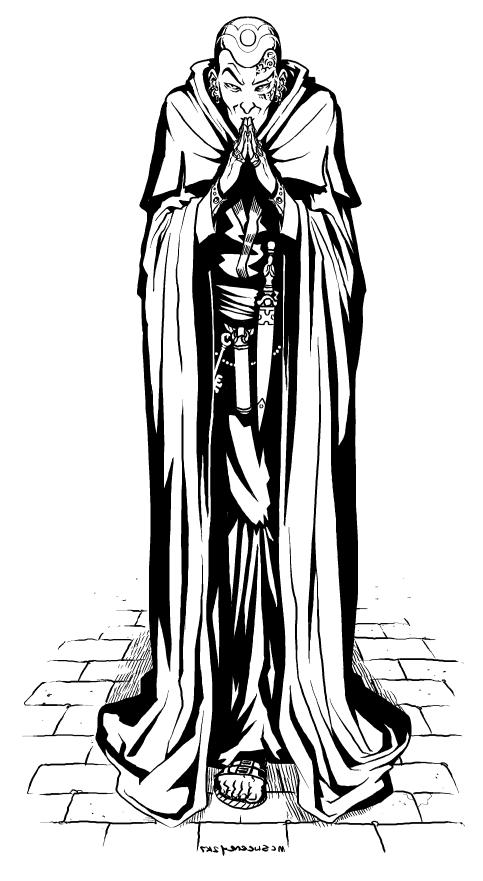
Sumptuous robes; copious jewelry;

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 free-lance 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.



Philemon I	Renn	SPECIES/TAI	Charis	matic		SPECIALTY	Swi	ndler	-	2.00	4		Down	TN
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PLAYER NAME		CURRENT X				NEXT LEVEL				ION D	ICE			44
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STRENGTH				INTELLIGENC			-					XIII		
DEX 13	- +1			WISDOM	_14	+2	-				13		1	
CON 12	+1			CHA	16	+3				4		1 1		
CONSTITUTION				CHARISMA						1//	y. / L 🗷	112 11		
						SKIL							MAX RANKS	6
ORIGIN SKILL SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS		MISC. MOD.	THREAT RANGE	ORIGIN SKILL	NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTI MOD.	MISC. MOD.	THREAT RANGE
□ ACROBATICS		=	= +	+ -				MEDICINE	INT	+6	= <u>4</u>	+	+	
□ ATHLETICS	STR	=	= +	+ -				NOTICE	WIS	+5	= -4	+	+	
□ BLEND	CHA	+8	5 _ 5	3 + -				PRESTIDIGITAT		+4	= -3	1	+	
□ BLUFF	CHA	=	* +	+ -				RESOLVE	CON	+5	4	1	+	
□ CRAFTING*	INT	=	* †	. + -				RIDE * SEARCH	DEX	+6	= <u>4</u>		+	
□ DISGUISE □ HAGGLE	CHA WIS	+6	4 ₊	2 + -				SENSE MOTIVE	INT WIS	+7	= _ 5		+	
☐ IMPRESS	CHA	+6	3	3 ,			■	SNEAK	DEX	+5	_ 4	1	+	
□ INTIMIDATE		+6	$\frac{1}{4}$	2 + -			_	SURVIVAL	WIS			. +	+	
□ INVESTIGAT		+6	4	2 +				TACTICS	INT			+	+	
		FOCUSE	<u> </u>		•					ITERES	75		TOTAL STUDIES	2
CRAF	TING	IUUUSE		RIDE						IIENES				2
ORAI	71114		D:-		4			Language: C				udy: Th		
				ding Mou and Vehic				Language: I				tudy: Et	iquette	<u> </u>
			Lo	and venic	LIE			Language. L						
			_									,	~	
	N					SUBPL	OTS							
			MPLETED					□ COMPLET	ED				□ CO.	MPLETED
		□ COM	MPLETED					□ COMPLET	ED				□ CO.	MPLETED
T		COIN		`					L	IFESTY	E		TOTAL LIFESTYLE	6
			0					PANACHE _	5			PRUDENCE		1
COIN IN HAND			0s				A DDF A	RANCE BONUS	+4	— MO		D/EARNED	2	20 %
STAKE						•	AIILA	INCOME _	50s	MIO	NLI SAVL	D/LAKNLD		
		NO	N COMP	AT ABILITI	FC. CL	CC ADII	ITIFO	, FEATS, AND (OTHER OPTIO	INC			~	
NAME	NOTES	NU	M-COMP	AI ADILIII	ES. GLA		NAME	, FEATS, AND C	NOTES)NO				
Attribute Training		Dex or Cha	increases	s by 1 (alrea	dy facto			& Favours	(Start of adve	enture)	Gain 90s	for suppl	ies and b	ribes
BSM (Spy)	+2 and 19-	20 threat v	w/ Disgui	se and Noti	ce (facto	ored in)	Obliga	ations	50 Rep for co	ntacts ((already f	actored i	n - see Co	ontacts)
Beguiling	Fixate targ	et with suc	cessful T	'aunt			Only t	the Finest	+2 Appearan	ce bonı	ıs for you	ı and all t	eammate	es
Charming	+5 to non-	foe NPC's	Dispositi	on (twice p	er sessio	on)	Practi	ced Bluff	If check + ac	tion die	result fa	ils, retain	action d	ie
Double Boost	Double act	ion dice ro	olled for C	Cha-based s	kill chec	:ks	With	a Word	Always succe	ed with	Haggle/	Impress o	hecks w	ith DCs
Encouragement			honugu	rith savas (a		scono)						with the		
Encouragement	Grant a tea	ammate +1	. Donus w	itii saves (o	nce per	scene)			up to 25, and	орроос				



PEFENSE	12 _	10 + 1	. 1 .	+ -	100	ELATIVE		+5 =	4	1	+	
DEFENO	TOTAL	CLASS BONUS	DEX SIZE MOD. MOD.	MISC. ARMOR MOD. MOD.	INI	IIAII		TOTAL	CLASS BONUS	DEX MOD.	MISC. MOD.	
VITALITY	$\frac{30}{\text{TOTAL}}$	CURRENT	WOUNDS	12 CURRENT	ATTACK	SE ATTACK		MISC. S	AVE	VING THE	OWS	E MISC.
	O.D.	ITICAL IN	HIDIEC		TYPE TOTAL UNARMED +2	attack = 1 +		MOD. T	TITUDE +3	AL SAVE	MOD. + 1	MOD.
	L I	RITICAL IN.	JURIE2		MELEE +2	= 1 +	1_+_	RE	FLEX +2	2 = 1	+ 1	+
					RANGED $+2$	= _1_+_	+	W	/ILL <u>+5</u>	5_=_3_	+ _2_	+
SUBDUAL	CURRENT F	TATIGUED	STRESS	CURRENT SHAKEN		•	Walter to the second se		EAPONS			
		OONDITIO	ave		agy 1	Stil	letto	_ <u>+3</u>	1d4+1	<u>18</u>	$\frac{D/1}{\text{SZ/HAND}}$	$\frac{0.5}{\text{WGT}}$
		CONDITIO	INS		WEAPON 1	RNG S	SHOTS —			S, finesse ES/UPGRADES		
					W 2	Shor	t bow		1d6		S/2 SZ/HAND	
SIZE		SIZE FOOTPRINT		REACH	WEAPON 2	20x6	30 SHOTS		ard arrow			
Medium	ı	1x1		1								
GROUND	CDEED	OTHER S	DEEN TO	AVEL SPEED	WEAPON 3	TY		ATK	DMG	THREAT	SZ/HAND	WGT
BASE	SPEED	BASE	PEED IK	WAL PLEED		RNG S	SHOTS		QUALITI	ES/UPGRADES		
30 ft	•			3	WEAPON 4	TY	PE	ATK	DMG	THREAT	SZ/HAND	WGT
7		PROFICIEN	CIES			RNG S	SHOTS			ES/UPGRADES		
PROFICIENT FO	ORTE	PRO	FICIENT FORTE	D CONTRA				338	ARMOR	338		
•	□ UNARM □ BLUNT	ED		BOWS BLACK POWDER	100	Mod. P			<u>+0</u>	+0 ACP	+0	6
	■ EDGED □ HURLEI)		SIEGE WEAPONS	ARMOR	+0 DISGUISE —		Cold 5 ESISTANCES			PGRADES	
				ÇÕ	MBAT ACTIONS						~	
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT									
Standard Attack Bull Rush *		1 10										
	+1	half full	1 attack against 1 tar Move up to Speed to		Athletics check to push targe	t 1 square + 1 add	ditional square	per 4 over oppone	ent result: target	becomes spraw	led	
Coup de Grace	_+1	full full	Move up to Speed to (Helpless adjacent ta	oward 1 opponent; opposed A arget only) hit = unconscious	or automatic critical hit + sa	-			ent result; target	becomes spraw	led	
	_+1 	full	Move up to Speed to (Helpless adjacent ta Standard Attack vs. !	oward 1 opponent; opposed A	or automatic critical hit + sa target in Close Quarters	-			ent result; target	becomes spraw	led	
Coup de Grace Disarm * Feint Grapple *		full full half half full	Move up to Speed to (Helpless adjacent ta Standard Attack vs. ! Prestidigitation vs. N Athletics vs. Athletic	oward 1 opponent; opposed A reget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp cs to render target held; both	or automatic critical hit + sa target in Close Quarters conent <i>flat-footed</i>	ve vs. death (Fort	DC 10 + Dama	nge)			led	
Coup de Grace Disarm * Feint	+5 +1	full full half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs. 1 Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit	oward 1 opponent; opposed A rget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppos cs to render target held; both = triple subdual damage	or automatic critical hit + sa target in Close Quarters conent <i>flat-footed</i> characters become <i>vulneral</i>	ve vs. death (Fort	DC 10 + Dama	nge)			led	
Coup de Grace Disarm * Feint Grapple * Pummel	+5 +1 +7 +6	full full half half full full	Move up to Speed to (Helpless adjacent ta Standard Attack vs. 1 Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolv	oward 1 opponent; opposed A urget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose is to render target held; both = triple subdual damage use Motive to force opponent we to inflict 1d6 stress damage	or automatic critical hit + sa target in Close Quarters sonent flat-footed characters become vulneral it in Close Quarters to attack e to opponent in Close Quar	ve vs. death (Fort ole and may make you with next act	DC 10 + Dama	nge)			led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire	+5 +1 +7 +6 +4	full full half half full full half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs Prestidigitation vs. h Athletics vs. Athletics vs. Athletics vs. Loru Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolve Resolve vs. Resolve t	oward 1 opponent; opposed A urget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose is to render target held; both = triple subdual damage anse Motive to force opponent we to inflict 1d6 stress damage to inflict 1d6 subdual damage	or automatic critical hit + sa target in Close Quarters sonent flat-footed characters become vulneral it in Close Quarters to attack to opponent in Close Quar to adjacent opponent	ve vs. death (Fort ole and may make you with next act	DC 10 + Dama	nge)			led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip *	+5 +1 +7 +6	full full half half full full half	Move up to Speed to (Helpless adjacent ta Standard Attack vs Prestidigitation vs. h Athletics vs. Athletics vs. Athletics vs. Loru Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolve Resolve vs. Resolve t	oward 1 opponent; opposed A urget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose is to render target held; both = triple subdual damage use Motive to force opponent we to inflict 1d6 stress damage	or automatic critical hit + sa target in Close Quarters sonent flat-footed characters become vulneral it in Close Quarters to attack to opponent in Close Quar to adjacent opponent	ve vs. death (Fort ole and may make you with next act	DC 10 + Dama	nge)			led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire	+5 +1 +7 +6 +4	full full half half full full half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolve Resolve vs. Resolve t Acrobatics vs. Acrob	oward 1 opponent; opposed A urget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose is to render target held; both = triple subdual damage anse Motive to force opponent we to inflict 1d6 stress damage to inflict 1d6 subdual damage	or automatic critical hit + sa target in Close Quarters sonent flat-footed characters become vulneral it in Close Quarters to attack to opponent in Close Quar to adjacent opponent	ve vs. death (Fort ole and may make you with next act	DC 10 + Dama	nge)			led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate	+5 +1 +7 +6 +4	full full half half full full half half half half half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolve Acrobatics vs. Acrob (Unmoving target or Sense Motive (DC 10	oward 1 opponent; opposed A riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opposes to render target held; both = triple subdual damage ase Motive to force opponent we to inflict 1d6 stress damage to inflict 1d6 subdual damage patics to render target sprawl. hy) +1 with Standard Attack 0 + target base attack bonus)	or automatic critical hit + sa target in Close Quarters nonent flat-footed characters become vulneral tin Close Quarters to attack e to opponent in Close Quar e to adjacent opponent ed	we vs. death (Fort whe and may make you with next act ters	DC 10 + Dama	age) letics (Str) checks	to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay	+5 +1 +7 +6 +4 +1	full full half half full full half half half half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs.) Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolve Acrobatics vs. Acrob (Unmoving target or Sense Motive (DC 1t -1 Initiative for this	oward 1 opponent; opposed A riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opposes to render target held; both = triple subdual damage use Motive to force opponent we to inflict 1d6 stress damage to inflict 1d6 subdual damage paties to render target sprawl hy) +1 with Standard Attack 0 + target base attack bonus) round; max (10 + Init bonus;	or automatic critical hit + sa target in Close Quarters onnent flat-footed characters become vulneral it in Close Quarters to attack e to opponent in Close Quar to adjacent opponent ed ; success = dodge bonus to I) times	ve vs. death (Fort ole and may make you with next act ters Defense equal to W	DC 10 + Dama	age) letics (Str) checks	to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate	+5 +1 +7 +6 +4 +1	full full half half full full half half half half half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs.) Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolve Acrobatics vs. Acrob (Unmoving target or Sense Motive (DC It -1 Initiative for this Bluff (Dex) vs. Sense	oward 1 opponent; opposed A riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opposes to render target held; both = triple subdual damage ase Motive to force opponent we to inflict 1d6 stress damage to inflict 1d6 subdual damage patics to render target sprawl. hy) +1 with Standard Attack 0 + target base attack bonus)	or automatic critical hit + sa target in Close Quarters onnent flat-footed characters become vulneral it in Close Quarters to attack e to opponent in Close Quar to adjacent opponent ed ; success = dodge bonus to I) times	ve vs. death (Fort ole and may make you with next act ters Defense equal to W	DC 10 + Dama	age) letics (Str) checks	to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract	+5 +1 +7 +6 +4 +1	full full half half full half half half half half half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolve the Acrobatics vs. Acrobatics	oward 1 opponent; opposed A urget only) hit = unconscious Standard Attack to disarm 1 Vottice to render adjacent opposes to render target field; both = triple subdual damage use Motive to force opponent we to inflict 1d6 stress damage to inflict 1d6 subdual damage oatics to render target sprawl hly) +1 with Standard Attack 0 + target base attack bonus) round; max (10 + Init bonus; 2 Motive to reduce opponent'	or automatic critical hit + sa target in Close Quarters sonent flat-footed characters become vulneral it in Close Quarters to attack to opponent in Close Quar to adjacent opponent ed ; success = dodge bonus to E times s Initiative by 2d6 for this ro	ve vs. death (Fort ole and may make you with next act ters Defense equal to W	DC 10 + Dama	age) letics (Str) checks	to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh Movement Actions	+5 +1 +7 +6 +4 +1 +7 +8	full full half half full full half half half half half half half lalf half h	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletic vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolv et Acrobatics vs. Acrobatics vs	oward 1 opponent; opposed A riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose to to render target held; both = triple subdual damage nese Motive to force opponent we to inflicit 1d6 stress damage to inflicit 1d6 subdual damage paties to render target sprawh haly) +1 with Standard Attack 0 + target base attack bonus) round; max (10 + Init bonus; the Motive to reduce opponent' ater during this round in 1 action die's result in vital	or automatic critical hit + sa target in Close Quarters sonent flat-footed characters become vulneral it in Close Quarters to attack to opponent in Close Quar to adjacent opponent ed ; success = dodge bonus to E times s Initiative by 2d6 for this ro	ve vs. death (Fort ole and may make you with next act ters Defense equal to W	DC 10 + Dama	age) letics (Str) checks	to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh Movement Actions Standard Move	+5 +1 -+7 +6 +4 +1 +7 -+8	full full half half full full half half half half half half half half half half half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolv e Resolve vs. Resolve t Acrobatics vs. Acrob (Unmoving target or Sense Motive (DC 10 -1 Initiative for this Bluff (Dex) vs. Sense I half action taken la If not attacked, regain	oward 1 opponent; opposed A riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose to to render target held; both = triple subdual damage nese Motive to force opponent we to inflict 1d6 subdual damage to inflict 1d6 subdual damage to inflict 1d6 subdual damage to the triple subdual damage to the triple subdual damage to the triple subdual damage to the triple to the triple to the triple to the triple to the triple triple to the triple to the triple triple triple triple triple triple triple to the triple tri	or automatic critical hit + sa target in Close Quarters sonent flat-footed characters become vulneral it in Close Quarters to attack to opponent in Close Quar to adjacent opponent ed ; success = dodge bonus to E times s Initiative by 2d6 for this ro	ve vs. death (Fort ole and may make you with next act ters Defense equal to W	DC 10 + Dama	age) letics (Str) checks	to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh Movement Actions	+5 +1 +7 +6 +4 +1 +7 +8	full full half half full full half half half half half half half lalf half h	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Sers Intimidate vs. Resolve Acrobatics vs. Resolve t Acrobatics vs. Acrob (Unmoving target or Sense Motive (DC 1t –1 Initiative for this Bluff (Dex) vs. Sense 1 half action taken la If not attacked, regai	oward 1 opponent; opposed A riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose to to render target held; both = triple subdual damage nese Motive to force opponent we to inflicit 1d6 stress damage to inflicit 1d6 subdual damage paties to render target sprawh haly) +1 with Standard Attack 0 + target base attack bonus) round; max (10 + Init bonus; the Motive to reduce opponent' ater during this round in 1 action die's result in vital	or automatic critical hit + sa target in Close Quarters sonent flat-footed characters become vulneral it in Close Quarters to attack to opponent in Close Quar to adjacent opponent ed ; success = dodge bonus to E times s Initiative by 2d6 for this ro	ve vs. death (Fort ole and may make you with next act ters Defense equal to W	DC 10 + Dama	age) letics (Str) checks	to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh Movement Actions Standard Move Handle item Mount/Dismount Reposition	+5 +1 +7 +6 +4 +1 +7 -+8	full full half half full full half half half half half half half ha	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Sers Intimidate vs. Resolv Resolve vs. Resolve t Acrobatics vs. Acrob (Unmoving target or Sense Motive (DC II -1 Initiative for this Bluff (Dex) vs. Sense 1 half action taken la If not attacked, regai Move up to Speed in Draw, sheath, pick u Prepare to ride 1 trai Stand or drop prone,	oward 1 opponent; opposed A riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp se to render target held; both = triple subdual damage see Motive to force opponent we to inflicit 1d6 stress damag to inflicit 1d6 subdual damage to the triple	or automatic critical hit + sa target in Close Quarters soment flat-footed characters become vulneral it in Close Quarters to attack e to opponent in Close Quarters to adjacent opponent ed a specific consistency of the control of t	ve vs. death (Fort ole and may make you with next act ters Defense equal to W	DC 10 + Dama	age) letics (Str) checks	to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh Movement Actions Standard Move Handle item Mount/Dismount Reposition Run		full full half half full full half half half half half half half h	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletic vs. Athletic unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolve t Acrobatics vs. Acrobatics vs	oward 1 opponent; opposed A riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp us to render target held; both = triple subdual damage nse Motive to force opponent ve to inflicit 1d6 stress damag to inflicit 1d6 subdual damage paties to render target sprawl nly) +1 with Standard Attack 0 + target base attack bonus) round; max (10 + Init bonus; vention in a control in the control are during this round in 1 action die's result in vital an any direction p, or mainial or vehicle to become flat-footed traight line (3 × Speed in full traight line (3 × Speed in full	or automatic critical hit + sa target in Close Quarters conent flat-footed characters become vulneral t in Close Quarters to attack t to Close Quarters to attack t to adjacent opponent ed ; success = dodge bonus to E t times ts Initiative by 2d6 for this ro lity or 2 wounds armor); become flat-footed	ve vs. death (Fort ole and may make you with next act ters Defense equal to W	DC 10 + Dama	age) letics (Str) checks	to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh Movement Actions Standard Move Handle item Mount/Dismount Reposition Run Total Defense	+5 +1 +7 +6 +4 +1 +1 -47 -48 -30_ ft. 0 ft. 0 ft. 0 ft. 120_ ft. 30_ ft.	full full half half full half full half half half half half half half ha	Move up to Speed to (Helpless adjacent ta Standard Attack vs.) Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser- Intimidate vs. Resolv Resolve vs. Resolve t Acrobatics vs. Acrob (Unmoving target or Sense Motive (D C1 -1 Initiative for In	oward 1 opponent; opposed A riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp set to render target held; both = triple subdual damage nese Motive to force opponent we to inflicit 1d6 stress damag to inflicit 1d6 subdual damage to inflicit 1d6 subdual	or automatic critical hit + sa target in Close Quarters roonent flat-footed characters become vulneral tin Close Quarters to attack te to opponent in Close Quar te to adjacent opponent ed ; success = dodge bonus to I) times is Initiative by 2d6 for this ro lity or 2 wounds armor); become flat-footed ll round	ve vs. death (Fort	additional Athl	age) letics (Str) checks	to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh Movement Actions Standard Move Handle item Mount/Dismount Reposition Run Total Defense	+5 +1 +7 +6 +4 +1 +1 -47 -48 -30_ ft. 0 ft. 0 ft. 0 ft. 120_ ft. 30_ ft.	full full half half full half full half half half half half half half ha	Move up to Speed to (Helpless adjacent ta Standard Attack vs.) Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser- Intimidate vs. Resolv Resolve vs. Resolve t Acrobatics vs. Acrob (Unmoving target or Sense Motive (D C1 -1 Initiative for In	oward 1 opponent; opposed A riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp us to render target held; both = triple subdual damage nse Motive to force opponent ve to inflicit 1d6 stress damag to inflicit 1d6 subdual damage paties to render target sprawl nly) +1 with Standard Attack 0 + target base attack bonus) round; max (10 + Init bonus; vention in a control in the control are during this round in 1 action die's result in vital an any direction p, or mainial or vehicle to become flat-footed traight line (3 × Speed in full traight line (3 × Speed in full	or automatic critical hit + sa target in Close Quarters roonent flat-footed characters become vulneral tin Close Quarters to attack te to opponent in Close Quar te to adjacent opponent ed ; success = dodge bonus to I) times is Initiative by 2d6 for this ro lity or 2 wounds armor); become flat-footed ll round	ve vs. death (Fort	additional Athl	age) letics (Str) checks	to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh Movement Actions Standard Move Handle item Mount/Dismount Reposition Run Total Defense	+5 +1 +7 +6 +4 +1 +1 -47 -48 -30_ ft. 0 ft. 0 ft. 0 ft. 120_ ft. 30_ ft.	full full half half full half half half half half half half ha	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletic vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolve t Acrobatics vs. Acrob (Unmoving target or Sense Motive (DC 16 -1 Initiative for this Bluff (Dex) vs. Sense 1 half action taken la If not attacked, regai Move up to Speed in Draw, sheath, pick u Prepare to ride 1 trai Stand or drop prone, Move 4 x Speed in s 1 Standard Move; 44 et difference (except in the	oward 1 opponent; opposed A riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opposes to render target held; both = triple subdual damage ase Motive to force opponent we to inflict 1d6 stress damage to inflict 1d6 stress damage batics to render target sprawl and the subdual damage batics to render target sprawl and tar	or automatic critical hit + sa target in Close Quarters onent flat-footed characters become vulneral t in Close Quarters to attack t in Close Quarters to attack t to adjacent opponent ed ; success = dodge bonus to E t times s Initiative by 2d6 for this ro lity or 2 wounds armor); become flat-footed Il round then the smaller opponent g	ve vs. death (Fort ole and may make you with next act ters Defense equal to W und only ains this benefit)	additional Athletion Wis mod (min. 4	nge) letics (Str) checks r1) for 1 full roun	to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh Movement Actions Standard Move Handle item Mount/Dismount Reposition Run Total Defense * The larger opponent i	+5 +1 +7 +6 +4 +1 +1 +7 -+8 30 ft. 0 ft. 0 ft. 0 ft. 120 ft. 30 ft.	full full half half full half half half half half half half ha	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletic vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolve t Acrobatics vs. Acrob (Unmoving target or Sense Motive (DC 16 -1 Initiative for this Bluff (Dex) vs. Sense 1 half action taken la If not attacked, regai Move up to Speed in Draw, sheath, pick u Prepare to ride 1 trai Stand or drop prone, Move 4 x Speed in s 1 Standard Move; 44 et difference (except in the	oward 1 opponent; opposed A riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp set to render target held; both = triple subdual damage nese Motive to force opponent we to inflicit 1d6 stress damag to inflicit 1d6 subdual damage to inflicit 1d6 subdual	or automatic critical hit + sa target in Close Quarters roonent flat-footed characters become vulneral t in Close Quarters to attack t to opponent in Close Quarter t to adjacent opponent ed ; success = dodge bonus to E) times s Initiative by 2d6 for this ro lity or 2 wounds armor); become flat-footed ll round hen the smaller opponent g	ve vs. death (Fort ole and may make you with next act ters Defense equal to W und only ains this benefit)	additional Athletion Wis mod (min. 4)	nge) letics (Str) checks r1) for 1 full roun	to gain Grapple		led	
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IAME Sebasti	io Ladron _{TRUST} As	SIZE/REAC	_{CH} <u>M/1</u> _{SI}	PEED 30'	NAME	TRUST	SIZE/REACH	-1 SPEI	ED
	0, Dex 12, Con 10,, Int 10,								
	+1 DEF 12 RES +		30/10 COM	_{MP} +2	INIT ATK _	DEF RE	S HEALTH	COMP	
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CALITIES	active I, CA (Assassin: Colo	-		[t!)	QUALITIES				
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	HOLDING	1	~			HOLD	ING 2		
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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: You 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.



Salem Ironr	SPECIES/TALENT					lventurer	_	2	100		200	TN
CHARACTER NAME Explorer	3	SPECIES/TALENT	Т		SPECIALTY		50				116	
FIRST CLASS/LEVEL	SECOND CLASS/LEVEL				THIRD CLASS/LEV	/EL	_ //	WEV	V ••• •			
PLAYER NAME		CURRENT XP			NEXT LEVEL		_					•
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DEXTERITY			WISDO	M								
CON 16	+3		_ CH	$\frac{10}{10}$	_ +0_			WE.	V/((((((7	
					SKILLS						MAX RANKS	6
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□ ATHLETICS	STR	+6 =	5 , 1 ,			□ NOTICE	WIS	+8	_ 6	_ 2 +		
□ BLEND	СНА	+3 =	3 + 0 +			□ PRESTIDIGITA	TION DEX	+6	= 6	0 +		
□ BLUFF	СНА		+ +			□ RESOLVE	CON	+5	_ 2	3 +		
■ CRAFTING *	INT	+7 =	4 , 3			□ RIDE*	DEX	+1	_ 1	0 +		
□ DISGUISE	СНА		+ +			□ SEARCH	INT	+8	_ 5	3		
□ HAGGLE	WIS	+7 =	5 , 2			□ SENSE MOTIV			= -	. —		
□ IMPRESS	СНА		+ +			■ SNEAK	DEX	+5	_ 5	0		
□ INTIMIDATE	WIS					□ SURVIVAL	WIS	+5	_ 3	$\frac{1}{2}$		
□ INVESTIGATE		+5 =	3 1 2						'	·		
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E INVESTIGATE	WIS		+ +			□ TACTICS	INT	NTEREST	= -	+	TOTAL	3
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		BONU	S MOD.	MOD.	MOD.	MOD.							BONUS	MOD.	MOE).
WITALITY	36		WOUN	DS .	17			BA	SE ATT	ACKS			SA	VING T	HROWS	
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SUBDUAL	CURRENT F		STRE	SS					(=			WE	APONS			
	CURRENT F	ATIGUED			CURRENT	SHAKEN			Ва	attle axe	+	4	1d10+1	. 19	9 S/2	6
		CONDIT	PAUL		~		WEAPO	N 1		TYPE	A7		DMG	THR	EAT SZ/HAND	WGT
		GONDII	10113				WEHL		RNG	SHOTS				2, trip		
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		011		_	~		- 0	1 2		ong knife			1d6+1	$-\frac{19}{1}$		$\frac{2}{\text{WGT}}$
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SIZE		FOOTPR	INT		REACH				RNG	SHOTS			QUALITII	ES/UPGRAD	ES	
Medium		1x2	l		1											
							WEAPO	N 3		TYPE	AT	ΓK	DMG	THR	EAT SZ/HAND	WGT
GROUND SE	PEED	OTHER	SPEED	TR	AVÈL SPEI	ED 📢			RNG	SHOTS			QUALITII	ES/UPGRAD	ES	
BASE		BAS	SE		MPH											
20 ft.					2		WEAPO	4		TYPE	A	ΓK	DMG	THR	EAT SZ/HAND	WGT
				_	~				RNG	SHOTS			QUALITII	ES/UPGRAD	ES	
		PROFICI	ENCIES									112	ARMOR	(Ye)		
PROFICIENT FOR			ROFICIENT									·35	NUMNA	35		
		IED			BOWS	W/DED			Th	ick hide	3	3				
					BLACK PC SIEGE WE		Man	R		TYPE	Di	R	DP	ACP	SPEED	WGT
■ □)	_	_			Ann		DISGUISE		RESISTANO	CES			natural UPGRADES	
				_					_			_		_	~	
	يدد					CO	MBAT ACT	TIONS								
ACTION	BONUS/MOVE	TIME	EFFECT													
Attack Actions Standard Attack		half	1 attack	against 1 tar	get											
Bull Rush *	_+6_	full	Move up	to Speed to	oward 1 opponer		Athletics check to					opponen	t result; target	becomes sp	rawled	
Coup de Grace		full					or automatic crit		ve vs. death	(Fort DC 10 + D	amage)					
Disarm *		half					target in Close Q									
Feint	<u>+6</u>	half					onent flat-footed									
Grapple * Pummel	_+6_	full full					characters becor	ne <i>vulnerab</i>	le and may r	nake additional .	Athletics (Str)	checks to	gain Grapple	benefits		
Taunt	+2	half			= triple subdual		t in Close Quarte	re to attack	vou with no	rt action						
Threaten	+2	half					e to opponent in			kt action						
Tire	<u>+5</u>	half					e to opponent in to adjacent oppo									
Trip *	+6_	half			oatics to render t											
Initiative Actions																
Aim		half	(Unmov	ing target or	nly) +1 with Stan	dard Attack										
Anticipate	_+2_	half					; success = dodge	bonus to D	efense equa	l to Wis mod (m	in. +1) for 1 fo	ull round				
Delay		free	−1 Initia	tive for this	round; max (10	+ Init bonus) times									
Distract	_+0_	half	Bluff (D	ex) vs. Sense	Motive to reduc	e opponent	's Initiative by 2de	6 for this ro	und only							
Ready		full			nter during this r											
Refresh		1 round	If not at	tacked, regai	in 1 action die's r	esult in vita	lity or 2 wounds									

Move up to Speed in any direction

Draw, sheath, pick up, or manipulate 1 object

1 Standard Move; +4 dodge bonus to Def for $1\ \mathrm{full}\ \mathrm{round}$

Move 4 × Speed in straight line (3 × Speed in full armor); become flat-footed

Prepare to ride 1 trained animal or vehicle

Stand or drop prone, become flat-footed

Standard Move

Mount/Dismount

Handle item

Reposition

__20__ ft.

0 ft.

0 ft.

80_ ft.

20 ft.

half

half

full

full

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



 $^{^{\}circ}$ 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).

	CARRYING CAP	ACITY	`			REPUTATION AND	RENOWN	, ,	
IGHT LOAD Up to	o 140 HEAVY LOAD (-2 DEF	P/PHYSICAL,	1/2 SPEED) 1	41-420	LEGEND	REPUTATION	RE	NOWN	
VERLOADED (–5 DEI	F/PHYSICAL, CAN'T MOVE)	421+	11-15-		HEROIC RENOWN _	TITLE			
IFT (2 × HEAVY LOAI	D, NO MOVEMENT)840)	Car		MILITARY RENOWN	TITLE			
USH/DRAG (2 × HEA\	/Y LOAD, 1/4 SPEED)840			D	NOBLE RENOWN _	TITLE			
				CE	AR			~	
AME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
ackpack	+2 Str for carrying	S/-	Soft 2	3	Pouches (5)	Hold 50 coins each	D/-	Soft 1	-
lock/tackle	+4 Str for lifting	M/2	Hard 3	25	Magnifying glass	Enlarges details	T/1	Brittle 1	0.5
0 ft. hemp rope	Supports 1,000 lbs.	S/2	Soft 2	10	Tinderbox	Starts fire in 1 round	D/2	Hard 1	0.5
Grappling hook	+2 Climb with rope	T/1	Hard 2	_ 4	Thieves' tools	For Disarm checks	D/2	Hard 1	1
Iap, detailed	See rules reference	T/2	Brittle 1	0.1	Sextant	+2 to navigate Know.	F/1	Brittle 1	1
pyglass	x2 vision increment	T/1	Hard 2	_ 3	"Locktongue"	See Magic Items	T/1	Solid 3	3
strolabe	Tells day/month/year	T/2	Hard 2	10	Pipe	+2 Concentrate	D/1	Hard 1	0.1
Sedroll	Cold Resistance 4	S/-	Soft 1	3					
ations (7)	Feeds 1 for 1 day each	T/2	Hard 1	5					
Vaterskin	Holds 2 quarts	T/1	Soft 1	5.5	Total Encumbran	<u>1ce</u>			82.7
				MO	UNT				
				1					
						SPEED			
TTRIBUTES			INII		AIK DEF	RES	HEALIH	COMP	·
VILLS UALITIES									
TTACKS									
THERE		_						~	
				VEH	ICLE		_		
AME		SPEED	T	RAVEL	SIZE/DEF	OCC/LOAD		CONST	
UALITIES									
	CONTACT 1	1	~			CONTACT	2	~	
Kara th	e Gypsy _{TRUST} As		M/1	30'					_
), Dex 10, Con 10, Int 10,			50				H SPE	
	+2 DEF 14 RES +1							REP COST	
Pluff 17 I	mpress +7, Sense Motive			мР		DEF RES	HEALTH	COM	ν
CILLS	Skill Mastery (Actor), Lady			fense I	SKILLS				
CALIFIES	(dmg 1d6; threat 19; qual								
	age's pouch; Spells: Locate	e Object, So	crye I		GEAR				
LAK					GLAK			~~~	
	HOLDING 1					HOLDING	2	,	
AME	SCALE	GUEST	'S/ M	AX	NAME	SCALE	GUESTS	S/ MAX	X
PGRADES					UPGRADES				
			REP. COS	Т				REP. COST	
				MACIC	ITEMS			~	
AME	ITEM LV	VL ESSENC	rec	MAGIL	ITEMS	CHARMS	-		REP COST
ame ocktongue (non-fi		None	<u>س</u> ــــــــــــــــــــــــــــــــــــ			Spell Effect (Knock, once	per scene)		2
						As a half action, touch Lo	cktongue to	a door,	
						lock, container, or restrai	nt with a Co	mplexity	
						up to 15, opening or relea	sing it		
						Alternately, suppress an	Arcane Lock	for 3 min.	



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 Hurled proficiency may throw this weapon with a range of 15 ft. \times 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.



Aspen	SPECIES/TALENT					Mystic				2	100		200	тм
CHARACTER NAME Keeper 1	SPECIES/TALENT SF					SPECIALTY			57			3///	gra	
FIRST CLASS/LEVEL	SECOND CLASS/LEVEL THI CURRENT XP NEX				THIRD CLAS	S/LEVEL						-W		
PLAYER NAME						NEXT LEVEL				ION DIC	F			1.4
N/A GENDER AG	N/A	14' 3'		272 ll	os.	Hollo	ow_	None	ACT	ION DIO		STARTING DI	CE I	d4 DIE TYPE
	CAL ATTRIB			N ZAGATI	MEN	TAL ATT	RIBUT	—						
ATTRIBUTE NAME SCORE	MODIFIER	IMPAIRED IMPA SCORE MOD	IRED	ATTRIBUTE NAME			17	MPAIRED IMPAIRED SCORE MODIFIER		1111			11/1	
STR 14	+2	SCORE MOD	IFIEK	INT	14			SCORE MODIFIER		1	11/1	14/11		
STRENGTH	·		-	INTELLIGEN			- -			7	11	Y//	1	
DEX 12	+1		_	WISDOM	_14	+2	- -				E CE		1	
CON 12	+1		_	CHA	_11	+0	_ _		.=	7				
CONSTITUTION				CHARISMA		SKI	115						MAX RANKS	6
ORIGIN SKILL SKILL NAME	SUGGESTED	SKILL BONUS	A	TTRIBUTE	MISC.	THREAT	ORIGIN	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL	RANKS	ATTRIBUTE	MISC.	THREAT
SKILL NAME ACROBATICS	ATTRIBUTES DEX	BONUS =	RANKS +	MOD.	MOD.	RANGE	SKILL	MEDICINE	INT	+7 =	5 ₊	мор.	MOD.	RANGE
■ ATHLETICS	STR	+8 =	6 +	2 +				NOTICE	WIS	+7 =	5 +	$\frac{1}{2}$		
■ BLEND	СНА	+5 =	5 +	0 +				PRESTIDIGITAT	ION DEX	=	+	 ⊦	-	
□ BLUFF	СНА	_ +5 _ =	_5_ +	0 +				RESOLVE	CON	<u>+5</u> =	4 +	_1		
□ CRAFTING *	INT	_ +6 _ =	4 +	2 +				RIDE *	DEX	=	+	· +		
□ DISGUISE	CHA	=	+	+				SEARCH	INT	_ +9 _ =	_5_+			19-20
□ HAGGLE	WIS	<u>+7</u> =	_5 +	2 +				SENSE MOTIVE	WIS	+13 =				
□ IMPRESS	CHA	<u>+5</u> =	+					SNEAK	DEX	=	+	· +		
□ INTIMIDATE	WIS	=	+	+				SURVIVAL	WIS	=	+	+ +		
□ INVESTIGATE	e WIS	_ +9 _ =		+		19-20		TACTICS	INT	<u>+5</u> =	3 +	+ +		
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STAKE								INCOME _	30s	_				
		NON-	-COMBA	T ABILIT	IES: CL	ASS ABI	ILITIES	, FEATS, AND O	THER OPTIO	NS		_		
NAME	NOTES						NAME		NOTES	1 40	C. /3.5			
Aquatic I		old your bre					Man		Always succe					
BSM (Investigator)	+2 and 19-20 threat w/ Invest. and Search (factored in									same)				
Bright Idea	Roll Int, Wis, or Cha check twice, keeping the preferre			eterred										
		e per scene)		, .		Plant Immune to diseases, poisons, and sneak attack dat								
Lean Season	You require only 1 common meal per day (instead of													
Light Sleeper	You require only 1 common meal per day (instead Sleeping is never a Terminal Situation for you				Teacher Share BSM (Investigator) feat w/ team (once				once pe	r scene)				
	Sleeping is never a Terminal Situation for you					11 1 2 1 1 2 2 2 2 3								



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		TIORLED							DISGUI	ISE	RESISTANC	ES		UI	GRADES	
							COMBAT	ACTIONS								
ACTION	BON	US/MOVE	TIME	EFFECT												
Attack Actions Standard Attack			half	1 attack	against 1 tar	grat										
Bull Rush *	_	+8	full			ward 1 opponent; opp	osed Athletics ch	neck to push tar	get 1 squar	e + 1 additional squ	are per 4 over	opponent re	sult: target b	ecomes sprawl	ed	
Coup de Grace			full			rget only) hit = uncons								•		
Disarm *	_		half	Standar	d Attack vs. S	Standard Attack to disa	arm 1 target in Cl	lose Quarters								
Feint	_	+1	half	Prestidi	gitation vs. N	lotice to render adjace	nt opponent flat-	footed								
Grapple *	_	+8_	full			s to render target held		become vulner	able and m	ay make additional .	Athletics (Str)	checks to ga	in Grapple b	enefits		
Pummel	_		full			= triple subdual dama	-									
Taunt		+13	half			se Motive to force opp				next action						
Threaten		+2	half			re to inflict 1d6 stress of			arters							
Tire		+5	half half			o inflict 1d6 subdual d atics to render target s		it opponent								
Trip *	_		IIdii	Acrobat	ics vs. ACTOD	accs to render target s	рнимиси									
Initiative Actions			L-16	(1.7		del a tamista de la tamista	N 44									
Antiginata		⊥ 13	half			lly) +1 with Standard A		dodgo k '	Dofor	and to Wi 1	in (1) f 1 f	Il rour J				
Anticipate Delay	_	+13	half free) + target base attack b round; max (10 + Init l		uouge nonus to	Delense ed	duai to wis mod (m	+1) for 1 fu	n round				
Distract		+6_	half			Motive to reduce opp		by 2d6 for this	round only							
Ready			full			ter during this round	onento minanve	5, 200 IOI tills	cound only							
Refresh			1 round			n 1 action die's result i	n vitality or 2 wo	unds								
Movement Actions																
Standard Move	_3	0_ ft.	half	Move u	p to Speed in	any direction										
Handle item		0 ft.	half			p, or manipulate 1 obje	ect									

Prepare to ride 1 trained animal or vehicle

1 Standard Move; +4 dodge bonus to Def for $1\ \mathrm{full}\ \mathrm{round}$

Move 4 \times Speed in straight line (3 \times Speed in full armor); become *flat-footed*

Stand or drop prone, become flat-footed

Mount/Dismount

Reposition

0 ft.

120 ft.

30 ft.

full

	COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, AN	D OTHER OPTIONS
NAME	NOTES	NAME	NOTES
Achille's Heel (Fire)	When you suffer fire dmg, you suffer equal lethal dmg	Thick Hide	DR 2 when unarmored (does not stack with armor)
Bleeding Immunity	Immune to bleeding condition	Wrestling Basics	+1 to Defense vs. adjacent opponents;
Lumbering	-2 with Ref saves (factored in); flanked w/ 2 adjacent		(Stance) Once per round when you have 2 hands free
Many-Armed	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)



 $^{^{\}circ}$ 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).

	CARRYING CAP	ACITY	,			REPUTATION I	AND RENOWN		
IGHT LOAD Up to	180 HEAVY LOAD (-2 DE	F/PHYSICAL, 1	/ _{2 SPEED)}	81-540	LEGEND	REPUTATION	RE	NOWN	
OVERLOADED (–5 DEF	PHYSICAL, CAN'T MOVE)	541+	life.		HEROIC RENOWN _				
IFT (2 × HEAVY LOAD			Sec		MILITARY RENOWN	TITLE			
PUSH/DRAG (2 × HEAV	YY LOAD, 1/4 SPEED)	80		Cle	NOBLE RENOWN	TITLE			
				G	AR			~	
JAME	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	+2 Str for carrying		Soft 2	3	Fresh food (9)	Negates sickened	T/2	Brittle 1	9
Doctor's bag	For Medicine checks		Soft 1	2	Waterskin	Holds 2 quarts	T/1	Soft 1	5.5
Carver's kit	For Crafting checks		Hard 1	3					
Body paint (3)	+2 Blend (urban)		Soft 1	0.25					
Balm (3)	x2 vitality heal		Soft 1	- 1					
Bandages (10)	Negates bleeding		Soft 1	- 0.5					
Leeches (4 hours)	x2 subdual heal	F/1	Brittle 1	0.5					
Dintment (3) Salve (3)	Re-roll disease save x2 wound heal	F/1 T/2	Brittle 1 Soft 1	$-\frac{0.25}{1}$					
Tonic (3)	Save vs. poison	F/1	Brittle 1	0.25	Total Encumbran				33.25
come (3)	ouve vs. poison		Diffue 1					~	
				MO	UNT				
NAME		SIZE (FOOT	PRINT)/REACH	ı (_)/	SPEED	TF	AVEL	
ATTRIBUTES			INIT _		ATK DEF	RES	HEALTH	COMP	
KILLS									
QUALITIES									
ATTACKS									
				VEH	IICLE				
NAME		SPEED	TI	RAVEL	SIZE/DEF	OCC/LO	AD	CONST	
QUALITIES									
	ACUTAC		~			00171	AT A	~	
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JAME	TRUST	_ SIZE/REAC	H SP	EED	NAME	TRUST _	SIZE/REACH	H SPE	ED
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NIT ATK	DEF RES	HEALTH	COM	1P	INIT ATK _	DEF RES	HEALTH	COMI	P
KILLS					SKILLS				
QUALITIES					QUALITIES				
ATTACKS					ATTACKS				
GEAR					GEAR				
	HOLDING	1				HOLDI	NG 2	~~	
NAME	SCALE	GUEST	S / MA	X	NAME	SCAL	E GUESTS	/ MAX	(
JPGRADES					UPGRADES				
								REP. COST	
			_	MACIO	ITEMS			~	
JAME	ITEM I	VL ESSENC	FS	MAGIL	ITEMS	CHARMS	-		REP COST
NAME	TI LIVI L	VL L33LNC	L3			CHARWIS			KLF CO31



CASTING LEVEL	1	SPEL	L POIN	ITS	 SPELLCASTING BONUS	TOTAL	=RA	+ .NKS	INT MOD.	+ MISC. MOD.
STILE KNOWN	=	:	+	+	CAVE DC	10	= 10 +	0	+	

WISDOM SCORE

Create Water 0 1 half Close - Instant None None Create up to 2 gallons of wat Touch of Light 0 1 full P or T - Instant Will neg. None Target heals 1 damage or 1 v Happens at/10 caster Close Up to 50 ft. Local Up to 50 ft. Local Up to 250 ft. Remote From caster, up to 50 ft. From caster, up to 50 ft. From caster, up to 1,000 ft. SPELLGASTING ABILITIES: CLASS ABILITIES, FEATS, PATHS, AND OTHER OPTIONS NAME NOTES						SPEL	L LIST			
Touch of Light 0 1 full P or T Instant Will neg. None Target heals I damage or 1 v Ranges: Personal Happens at/to caster Close Up to 50 ft. Up to 50 ft. Up to 250 ft. Remote Prom caster, up to 50 ft. Redium Range From caster, up to 50 ft. Long Range From caster, up to 250 ft. From caster, up to 1,000 ft. From caster, up to 1,000 ft. Spell Casting Lawle Range From caster, up to 1,000 ft. Spell Casting Lawle Range From caster, up to 1,000 ft. Spell Casting Lawle Range From caster, up to 1,000 ft. Spell Casting Lawle Range	NAME/SCHOOL Create Water									
Happens at/to caster										Target heals 1 damage or 1 vitality
Happens at/to caster Up to 50 ft.	 Ranges:									-
Local Up to 250 ft. From caster, up to 50 ft. From caster, up to 50 ft. From caster, up to 250 ft. From caster, up to 250 ft. From caster, up to 1,000 ft. From caster, up to 250 ft. From ca										Happens at/to caster
Local Up to 250 ft.										
Remote Short Range From caster, up to 50 ft. From caster, up to 250 ft. From caster, up to 1,000 ft. From caster, up to 250 ft. From caster, up to 1,000 ft. From caster, up to 250 ft. From caster, up to 1,000 ft. From caster, up to 250 ft. From caster, up to 1,000 ft. From caster, up to 250 ft. From caster, up to 250 ft. From caster, up to 1,000 ft. From caster, up to 250 ft. From caster, up to 250 ft. From caster, up to 1,000 ft. From caster, up to 250 ft. From caster, up										
SPELLCASTING ABILLITIES: CLASS ABILLITIES, FEATS, PATHS, AND OTHER OPTIONS NAME NOTES Automatically cast 1 spell above with a Casting Level From caster, up to 50 ft. From caster, up to 1,000 ft. From caster, up to 1,000 ft.										
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		oi i (three	e times j	per scene)						
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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 Chabased 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

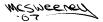
swagger

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.





Jiro Konar CHARACTER NAME Lancer 3		SPECIES/TALENT	Minded	Cavalier SPECIALTY THIRD CLASS/LEVEL					asy(Lat	
PLAYER NAME Male GENDER AGE	26 E	CURRENT XP 5' 7" HEIGHT	145 lbs.	NEXT LEVEL FOCUS	sed S	Streaked	ACT	ION DICE	3 STARTING D	ICE DIET	
ATTRIBUTE NAME SCORE STR 14 DEX 14 CONSTITUTION 14 ORIGIN SKILL NAME	MODIFIER +2 +2 +2 +2 ATTRIB	IMPAIRED IMPAIRED SCORE MODIFIER SKIILL BONUS RANKS	ATTRIBUTE NAME SI INT INTELLIGENCE WIS WISDOM CHARISMA	CORE MODIFIE 10 +0 14 +2 12 +1 SKI THREAT RANGE	IMPAIRE SCORE	D IMPAIRED MODIFIER SKILL AAME	SUGGESTED	SKILL BONUS R	ATTRIBUTE MOD.	MAX RANKS 6 MISC. TMOD.	THREAT
■ ACROBATICS □ ATHLETICS □ BLEND □ BLUFF □ CRAFTING * □ DISGUISE □ HAGGLE □ IMPRESS □ INTIMIDATE □ INVESTIGATE	STR CHA CHA INT CHA WIS CHA WIS WIS	+4 = 2 +5 = 3 	+ 2 +		□ NOT □ PRESC □ RESC □ RIDE ■ SEAF □ SENS	TIDIGITAT DLVE * RCH SE MOTIVE AK VIVAL	INT WIS TION DEX CON DEX INT WIS DEX WIS INT	+4 = - +6 = - +1 = - 	2 + 2 4 + 2 6 + 2 1 + 0 +	+ · + · + · + · + · + · + · + · + · + ·	
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COIN IN HAND		14s			APPEARANC	ANACHE E BONUS INCOME	3 +2 30s	_	PRUDENCE SAVED/EARNED	1 20	%
NAME Born in the Saddle	DCs up to	cceed with Intimic 23, and opposed o		cks with	NAME Favored Ge Glory-Boun Mettle	ear 1d		n die for atta e Heroic Rej	ack/skill check putation for 2 s 9		
Lifetime Companion	results up to 23) Tsuyoi the Warhorse (see Mount - see Gear & Prize 20% discount with mounts and related gear							ion die resu	lt fails, retain	action die	





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 (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	_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 prone, become flat-footed
Run	_120_ ft.	full	Move $4 \times$ Speed in straight line (3 \times Speed in full armor); become flat-footed
Total Defense	_30_ ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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



	CARRYING CAP	ACITY				RE	PUTATION AND	RENOWN		
IGHT LOAD Up t	to 90 HEAVY LOAD (-2 DEF	F/PHYSICAL,	1/2 SPEED)9	91-270	LEGEND	REI	PUTATION	REN	OWN	
OVERLOADED (–5 DEI	F/PHYSICAL, CAN'T MOVE)	271+	116		HEROIC RENOWN	N N	TITLE			
IFT (2 × HEAVY LOAI	D, NO MOVEMENT)540)	CA		MILITARY RENOV	WN	TITLE			
PUSH/DRAG (2 × HEAV	VY LOAD, 1/4 SPEED) 540	<u> </u>		D	NOBLE RENOWN		TITLE			
			-	G	EAR				~	
NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFEC	T	SZ/HAND	CONST	WEIGHT
Saddlebags	+2 Str. for carrying	M/-	Soft 2	5	Pouch		50 coins	Soft 1	D/-	0.5
100 ft. silk rope	Supports 750 lbs.	S/2	Soft 2	5	Magnet	Attra	cts 2 lbs.	Hard 3	T/1	1
Imbrella	Heat Resistance 4	S/1	Soft 2	3	Whistle	Heard	d 500'/1m away	Hard 1	D/1	0.1
Hooded lantern	Dim light 50 ft. radius	T/1	Brittle 1	2	Rice balls (3)	+3 W	ill saves (8 hrs.)	Soft 1	T/2	2
2 pints oil	2d6 fire damage	T/1	Brittle 1	2						
Firesteel	Starts fire in 1 round	D/2	Hard 1	0.5						
Bedroll	Cold Resistance 4	S/-	Soft 1	3						
Grooming case	+1 Appearance bonus	D/1	Brittle 1	2						
Rations (7)	Feeds for 1 day each	T/2	Hard 1	5	Total Encumbr	rance				68.6
Waterskin	Holds 2 quarts	T/1	Soft 1	5.5	Horse Encumb	rance (left o	olumn)			33
				MO	UNT				~	
Tsuvoi (Warhorse) (at TL 1)					1 _{SPEED}	50 ft. grou	ınd		5
a.	r 14, Dex 12, Con 12, I4, V		_		. 1	DEF 12		HEALTH 15/	NEL	
Athlotics	+8, Notice +4	v 13 10, C11a	6 INIT		ATK L	, LI	re Fort +3 / Ref		COMP	'
Foorlo	ss I (+4 Morale), improved	d stability (Huge Size for	r carrying,	Trample attacks	·			ore critical	1/scene)
ZOALITILS	I (dmg 2d8+2; threat 19-20							<i>y</i>		
TIACKS									~~	
	AN .			VEH	IICLE					
NAME		SPEED	TI	RAVEL	SIZE/D	DEF	OCC/LOAD _		CONST	
QUALITIES										
	CONTACT 1	1	~				CONTACT 2		~	
NAME	TRUST	_ SIZE/REAC	CH SP	EED	NAME		TRUST	_ SIZE/REACH	SPE	ED
ATTRIBUTES				ST	ATTRIBUTES				REP COST	Γ
NIT ATK	DEF RES	HEALTH	COM	1P	INIT AT	K DEI	RES	HEALTH _	COM	P
KILLS					SKILLS					
QUALITIES					QUALITIES					
ATTACKS					ATTACKS					
GEAR					GEAR					
	HOLDING 1						HOLDING 2	!	~	
NAME	SCALE	GUEST	'S/ MA	X	NAME		SCALE	GUESTS	/ MA	ζ
JPGRADES					UPGRADES					
			REP. COST	г					_ REP. COST	
				MAGII	ITEMS				~	
JAME	ITEM LY	VL ESSENC	CES	MAGIC	TILINO	CHARMS				REP COST



JIRO KONAŢA: 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. \times 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 Hurled proficiency may throw this weapon with a range of 15 ft. \times 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.



Aila	ya	E	lf		Fencer		MA 24		mass.
CHARACTER NAME Mage	e 3	SPECIES/TALENT		SPECIALTY		57/			
FIRST CLASS/LEVEL		SECOND CLASS/LEVEL		THIRD CLASS/LEV	EL	- // 💖			
PLAYER NAME		CURRENT XP		NEXT LEVEL		_			•
Female	129	5' 6"	103 lbs.	Haunting	g Silver	ACTIO	N DICE	3	d4
GENDER	AGE	HEIGHT	WEIGHT	EYES	HAIR			STARTING DICE	DIE TYPE
PHY	SICAL ATTRIE	BUTES	ME	NTAL ATTRIB		5	2	Sin	A.
ATTRIBUTE NAME SCO	ORE MODIFIER	IMPAIRED IMPAIRED SCORE MODIFIER	ATTRIBUTE NAME SCO	DRE MODIFIER	IMPAIRED IMPAIRED SCORE MODIFIER	3	Meson	No Property	
STR 1	2 +1		$\begin{bmatrix} 1 \end{bmatrix}$	7 +3			* A 18		
NFX 1	2 +1		INTELLIGENCE 1	6 +3				MO DE	R
DEX 1			WISDOM 1	0 +3				The same	6
CON_{1}	1 +0		CHA _1:	2 +1			THE STATE OF THE S	The I	20)
CONSTITUTION			CHARISMA				**************************************		
				SKILLS				-	MAX ANKS 6
ORIGIN SKILL SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS RANKS	ATTRIBUTE MISC. MOD. MOD.	THREAT OF RANGE SK	RIGIN SKILL ILL NAME	SUGGESTED S ATTRIBUTES B	SKILL ONUS RANKS	ATTRIBUTE MOD.	MISC. THREAT MOD. RANGE
□ ACROBATI		+4 ₋ 3	+ +	[□ MEDICINE	INT _	+ 9 _ 6	3 .	
■ ATHLETIC			+ +		□ NOTICE	W 10	= :		
□ BLEND	CHA	<u>+6</u> = <u>5</u>	+ +		□ PRESTIDIGITA	TION DEX _	$\frac{+6}{+6} = \frac{5}{6}$	$+\frac{1}{0}$ + .	
□ BLUFF	CHA	+7 ₄	3 +	[□ RESOLVE	CON _	+6 = 0 - +6 _ 5	+ _0 + .	
□ CRAFTING		_ = 	+ +		□ RIDE *	DLX _	$\frac{10}{+6} = \frac{3}{3}$	3 .	
□ DISGUISE	СНА	=	+ +		□ SEARCH		$\frac{70}{+8} = \frac{5}{5}$	3 +	
□ HAGGLE	WIS	+6 = 5	† † . 1	[□ SENSE MOTIV	L W15	+4 - 3	+ <u> </u>	
□ IMPRESS	CHA	+8 = 5	3 +	'	SNEAK	DEA _	=	+ + .	
		+8 _ 5	3 +		□ SURVIVAL	WIS	=	+	
□ INVESTIGA	ATE WIS		+ +		□ TACTICS	INT _		+ .	
		FOCUSES				INTE	RESTS	TO STU	DIES 3
CR	AFTING		RIDE	_	Language	e: Elvish	Stı	ıdy: Elf L	ands
			ding Mounts		Language:	Common	S	tudy: Gar	mes
			Air Mounts				Study	: Fightin	g Styles
							_		
				SUBPLOT	S			~	
		□ COMPLETED			□ COMPLE	TED			□ COMPLETED
		□ COMPLETED			□ COMPLE	TED			□ COMPLETED
		COIN	~ ~			LIEF	CTVLF	TO	iAL 2
		COIN				3	STYLE		TAL 3
COIN IN HAND _		26s			PANACHE	 +2		UDENCE	1.5
				AP	PEARANCE BONUS	30s	MONEY SAVED	EARNED	15 %
STAKE _					INCOME				
		NON-COME	AT ABILITIES: C	LASS ABILIT	IES, FEATS, AND	OTHER OPTIONS			
NAME A<i>loof</i>	NOTES +2 error r	ange w/ Impress an	d Sense Motive ch		ME tural Elegance	NOTES +1 Appearance	bonus (already	factored in)
2009		other species	a serioe iviotive Cl		arp Hearing	Hearing range in	<u>_</u>		
Fey		nimals refuse to atta	ck you (and may t		mp iicuinig	Always act during			
· <i>~ y</i>	ivaturaral	aminais reruse to alla	ch you (and may I				ing surprise rou		
						_			



DEFENSE	15 =	10 + +	- 1 SIZE	+ <u>3</u>		INI	TIATIV	IE	+8	_ = _	2 +	1	+5	
	10	BONUS	MOD. MOD.	MOD. MOD.		DA	CF ATT	A CVC		_	BONUS	MOD.	MOD.	
VITALITY	18		MUNNIS	11	4	BA	SE ATTI			4		VING THR		
	TOTAL O	CURRENT	III O	TOTAL CURRENT	ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	S. T	AVE Ype tota	BASE L SAVE	ATTRIBUTI MOD.	MISC. MOD.
	CD	ITICAL INJ	IIIDIEC		UNARMED	+2	= _1_	_ + _ 1 +		FORT	TITUDE $+1$	_ = _ 1	+ _0	+
	UI.	IIIGAL INJ	UKIES		MELEE	+2	_ 1	₊ 1 ₊		RF	FLEX +2	= 1	_ 1	+
					RANGED	+2	₌ 1	1			ILL +6	_ 3	+ 3	
				•	KANGED	12	=	. + _1_ +		W	ILL TO	_ =	+	+
SUBDUAL	CURRENT F	ATIGUED	STRESS	□□□□			C	-		WE	APONS			
							N	o-dachi		3	1d12+1		M/2	6_
		CONDITIO	NS		WEAPO	11		TYPE	AT A		cavalry, e	THREAT	SZ/HAND guard +	2 WGT
							RNG	SHOTS		1 1,		ES/UPGRADES	guara	
							Thro	wing kniv	ves ±	2	1d4+1	19	D/1	0.5
_	_	CLZE		~	100	1 2		TYPE		<u>=</u> -	DMG	THREAT	SZ/HAND	WGT
		SIZE			WEAPON		15x3	_10_				sonous		
SIZE		FOOTPRINT		REACH			RNG	SHOTS			QUALITI	ES/UPGRADES		
Mediun	n	1x1		1										
					WEAPON	4 3		TYPE	A.	ГК	DMG	THREAT	SZ/HAND	WGT
GROUND	SPEED	OTHER SE	PEED TRA	VEL SPEED	WEIL		RNG	SHOTS			QUALITI	ES/UPGRADES		
BASE		BASE		MPH										
50 ft				47	100	1 4		TYPE	A		DMG	THREAT	SZ/HAND	WGT
					WEAPON									
		PROFICIEN	PIEC				RNG	SHOTS			QUALITI	ES/UPGRADES		
	_									128	ARMOR	(SE)		
PROFICIENT FO			FICIENT FORTE	D CHING						3	AIIIIOII	35		
	□ UNARM □ BLUNT			BOWS BLACK POWDER										
Ī	■ EDGED			SIEGE WEAPONS	ARMO	R		TYPE	D	R	DP	ACP	SPEED	WGT
•	☐ HURLED				Ann		DISGUISE		RESISTANO	TES			PGRADES	
				CÓ	MBAT ACT	IONS								
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT											
Standard Attack		half	1 attack against 1 targ											
Bull Rush * Coup de Grace	_+4_	full full		vard 1 opponent; opposed a get only) hit = unconscious			-		-	oppone	nt result; target	becomes spraw	led	
Disarm *		half		tandard Attack to disarm 1			ve vs. death	(TOIT DC 10 + D	'aiiage)					
Feint	_+6_	half		otice to render adjacent opp										
Grapple *	_+4_	full		to render target held; both	characters becon	ne vulnerab	le and may r	nake additional	Athletics (Str) checks	to gain Grapple	benefits		
Pummel Taunt		full half		triple subdual damage Motive to force opponent	t in Close Quarter	rs to attack	vou with ne	xt action						
Threaten	+8	half		to inflict 1d6 stress damag				at uction						
Tire	_+6_	half		inflict 1d6 subdual damage		nent								
Trip *	_+1_	half	Acrobatics vs. Acroba	tics to render target sprawl	led									
Initiative Actions														
Aim Anticipate	_+8_	half half		y) +1 with Standard Attack + target base attack bonus)		honus to Γ	efense eana	l to Wis mod (m	in +1) for 1 f	ull roune	1			
Delay		free		ound; max (10 + Init bonus		Donas to E	ciciise equa	rto wis mod (iii	17/10111	unroun	•			
Distract	_+1_	half		Motive to reduce opponent	's Initiative by 2d6	for this ro	und only							
Ready		full	1 half action taken lat		lity or 2									
Refresh		1 round	ir not attacked, regain	1 action die's result in vital	my or 2 wounds									
Movement Actions	_50_ft.	L-16	Manager C. 11	diti										
Standard Move Handle item	<u>50_</u> ft. 0 ft.	half half	Move up to Speed in : Draw, sheath, pick up	any direction , or manipulate 1 object										
Mount/Dismount	0 ft.	full	Prepare to ride 1 train											
Reposition	0 ft.	half	Stand or drop prone,	pecome flat-footed										
Run	_200_ ft.	full	-	aight line (3 × Speed in full		flat-footed								
Total Defense	_50_ ft.	full	1 Standard Move; +4	dodge bonus to Def for 1 fu	ıll round									
* The larger opponent	gains a +2 bonus per	r category of Size	difference (except in the	initiation of a Grapple, w	hen the smaller o	pponent g	ains this ber	nefit).						

	COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, AN	D OTHER OPTIONS
NAME	NOTES	NAME	NOTES
Burden of Ages	Healing has 1/2 effect on you (rounded up)	Greatsword Basics	(Stance) When you hit a target who hasn't moved since
Fencing Basics	Free attack vs. adjacent flat-footed target (1x per round)		your last Initiative with 2h melee weapon, inflict max.
Fast	(Stance) Pull adj. char. who misses you into your square		damage; may not move in this stance (except 5-ft. Step)
	When adj. target moves away, move into his old square	Parry	When not flat-footed, after hit but before damaged,
Keen Sight	Vision range increments 800 ft. each		make Reflex save (DC equal to attack result) to drop
	Ignore 2nd and 4th range increments when Aiming		damage to 0 (once per round, up to twice per combat)



	CARRYING CAP	ACITY				REPUTATION AN	D RENOWN		
GHT LOAD Up to	070 HEAVY LOAD (-2 DEI	F/PHYSICAL,	1/2 SPEED)	1-210	LEGEND	REPUTATION	REN	IOWN	
	PHYSICAL, CAN'T MOVE)	211+	liffs.		HEROIC RENOWN				
FT (2 × HEAVY LOAD,	NO MOVEMENT)420)	Ca.		MILITARY RENOWN				
USH/DRAG (2 × HEAVY	Y LOAD, 1/4 SPEED)420	O		5	NOBLE RENOWN _	TITLE			
			40	CE	AR			~	
AME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
ackpack	+2 Str. for carrying	S/-	Soft 1	3	Mage's pouch	For Spellcasting	D/2	Hard 1	4
edroll	Cold Resistance 4	S/-	Soft 1	3					
rooming case	+1 Appearance bonus	D/1	Brittle 1	2	Pouch	Holds 50 coins	D/-	Soft 1	1.5
ations (7)	Feeds 1 for 1 day each	T/2	Hard 1	5					
Vaterskin	Holds 2 quarts	T/1	Soft 1	5.5					
					Total Encumbra	nce			30.5
				MO	UNT			~~	
	~			^^					
						SPEED		AVEL	
			INIT _		ATK DEF	RES	HEALTH	COMP	
CILLS									
UALITIES									
TTACKS		· · · · · · · · · · · · · · · · · · ·							
				VEH	ICLE				
AME		SPEED	TR	RAVEL	SIZE/DEF	OCC/LOAD		CONST	
UALITIES									
	CONTACT	1	~			CONTACT	7	~	
	GUNTAGE	'				GUNTAGE			
AME	TRUST	_ SIZE/REAC			NAME		SIZE/REACH	SPE.	ED
TTRIBUTES								REP COST	
NIT ATK	DEF RES	HEALTH	I COM	P	INIT ATK _		HEALTH _	COMI	P
KILLS					SKILLS				
UALITIES									
TTACKS									
EAR					GEAR				
	HOLDING 1					HOLDING	2		
AME	SCALE	GUEST	TS/ MA	x	NAME	SCALE _	GUESTS	/ MA>	X
PGRADES					UPGRADES				
			REP. COST					REP. COST	
				ILACIO	ITTHE			~	
AME	IPP CX	Д Респус	Tre .	MAGIL	ITEMS	CHARMS			DED COCT
AME .rmband of Protect	tion ITEM LY		I (auto-save c	once per se	cene)	CHARMS +3 Defense Bonus (alrea	ndy factored in)		REP COST
	·								



CASTING LEVEL 3 SPELL POINTS 6 SPELLCASTING BONUS 11 = 6 RANKS + 3 HOD. MISC. MISC. MISC. MOD. MOD.

SPELLS KNOWN 24 = 4 + 16 + 4 SAVE DC 12 = 10 + 1 FEATS HOD.

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

	SPELLCASTING ABILITIES: CLASS ABILI	liles, feats, paths	, AND DIHER OPITONS
NAME	NOTES	NAME	NOTES
Arcane Adept	+4 Level 0 spells (already factored in)	Casting Basics	+2 and 19-20 threat with Spellcasting (factored in)
	Spend up to 3 action dice to gain result in spell points	Circle of Power I	May cast Level 1 spells you know
	(once per scene)	Subtle & Quick	May purchase ranks in Spellcasting, learn spells from
Arcane Might	+2 Spellcasting with ** spells (Deathwatch, Ray of		any School, and cast Level 0 spells you know
	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.

Aloof: 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 O 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 atacks 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.



Git			blin ————		Cleric					AA 11
CHARACTER NAME Priest	3	SPECIES/TALENT		SPECIALTY		57				
FIRST CLASS/LEVEL		SECOND CLASS/LEVEL		THIRD CLA	SS/LEVEL					a (î)
PLAYER NAME		CURRENT XP		NEXT LEVE	L		- I DICE			
Male	19	3' 9"	82 lbs.	Bla		ACT	ION DICE	6 STARTING DICE		14 TYPE
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DEX 12	2 +1		WIS _	14 +2	,				7	
DEXTERITY			WISDOM	10 . 1	_	-			7)	
CON 14	+2		CHA _	12 +1			6/25			
—				SK	ILLS			P	MAX ANKS 6	
ORIGIN SKILL SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS RANKS	ATTRIBUTE MISC. MOD. MOD.	THREAT RANGE	ORIGIN SKILL SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
■ ACROBATIO		+4 = 3	1 ₊ 1	KANGE	□ MEDICINE	INT	+4 ₌ 3	, 1 ₊	MOD.	KANGE
□ ATHLETICS		+5 = 3	_ 2 +		□ NOTICE	WIS	+5 ₌ 3	_ 2 +		
□ BLEND	СНА	=	+ +		□ PRESTIDIGITA			+ +		
□ BLUFF	CHA	=	+ +		□ RESOLVE	CON	+5 ₌ 3	_ 2 +		
■ CRAFTING	* INT	+4 = 3	_ 1		□ RIDE*	DEX	+4 = 3	_ 1 _ +		
□ DISGUISE	СНА	=	+ +		□ SEARCH	INT	=	+ +		
□ HAGGLE	WIS	=	+ +		□ SENSE MOTIV	/E WIS	+8 ₌ 6	_ 2 +		
□ IMPRESS	СНА	_+4 = 3	_ 1		□ SNEAK	DEX	<u>+7</u> ₌ <u>6</u>	_ 1 _ +		
□ INTIMIDAT	E WIS	_+8 = _6_	_ 2 _ +		□ SURVIVAL	WIS	+5 = 3	+ _2 +		
□ INVESTIGA	TE WIS	=	+ +		□ TACTICS	INT	=	+ +		
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CRA	FTING		RIDE		Language	e: Goblin	Stu	dy: Goblin	Lands	
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					Alignment:	Rakh-Salah				
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		COIN					FESTYLE	LIFE	STYLE 3	3
COIN IN HAND		66s			PANACHE	2 +1	P	RUDENCE	$\frac{1}{20}$	
					APPEARANCE BONUS	20s	MONEY SAVE	D/EARNED		%
STAKE					INCOME		_	,		
		NON-COM	BAT ABILITIES:	CLASS AB	ILITIES, FEATS, AND		NS		`	
NAME Black Cat	NOTES Target's e i	rror ranges increas	e by 2 (rest of sce	ene)	NAME Fortunate	NOTES 3 bonus action	n dice (already f	actored in)		
Charming		-foe NPC's Disposi			Light-Sensitive		n damage when		righter a	rea
Darkvision I	Ignore the	effects of dim and	faint light		Luck's Smile	Action dice ex	xplode on a 3 or	4		
Devout	Spend 1 ac	ction die to re-roll	non-error class s	kill check	Paired Skills	Purchase rank	ks in Resolve, ga	in ranks in N	Medicine	:
	(once per	skill check)			Signs & Portents	Gain a free hi	nt or action die	(3 times per	adventu	re)
Field Medicine	Always co	nsidered to have a	doctor's bag							



DEFENS	SE	16 = 1	10 + 3	+ 1 DEX +	1 SIZE	+	IN	ITIATIV	E _	+1 =	+	O DEX	+	_
		IOIAL	BONU		MOD.	MOD. MOD.				TOTAL	BONUS	MOD.	MOD.	
	N/	36		Water N	20	10	В	ASE ATT	ACKS		SA	VING THR	OWS	
VITALIT	100	TOTAL C	URRENT	WOUN	U.S.	TOTAL CURRENT	ATTACK	BASE	ATTRIBUTE		SAVE	BASE	ATTRIBUTE	MISC. MOD.
		-			_	~	TYPE TOTAL UNARMED +4	_ ATTACK	MOD. 2 +		TYPE TOTA $+4$, MOD.	MOD. +
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									1 1				± 2	+
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SUBDU	AL	CURRENT FA	I 🗆 🗆 🗆	STRE	SS	CURRENT SHAKEN		@		W	EAPONS			
								Ma	in-gauche	+5	1d6+2	20	D/1	2
			CONDIT	IONS			WEAPON 1		TYPE	ATK blood	l, guard +1	threat	SZ/HAND	WGT
							WEI	RNG	SHOTS	Dieec		S/UPGRADES	oisonou	.5
								Ma	in-gauche	+5	1d6+2	20	D/1	2
			SIZ	F			WEAPON 2		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
SIZE			FOOTPR		7	REACH	WER	RNG	SHOTS	bieec	l, guard +1	S/UPGRADES	oisonou	.S
Sma	11		1x1			1		Han	d crossbow	+4	1d6	20	T/1	5
							WEAPON 3		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
GROUN	n spf	FN	OTHER	SPFFD	TR	AVEL SPEED	WEAT	$\frac{20x6}{RNG}$	30		standard	bolts, loa	ad 3	
	ASE		BAS		7	MPH					QUILLITE	.o, 01 GR1D20		
20				-		2	WEAPON 4		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
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		UNARM	ED	•		BOWS				~		~		
•		BLUNT EDGED				BLACK POWDER SIEGE WEAPONS	ARMOR		TYPE	DR	DP -	ACP	SPEED	WGT
_		HURLED)		ш	SIEGE WEAPONS	ARMON	DISGUISE		RESISTANCES			PGRADES	
								DISGUISE		RESISTANCES			PGRADES	
						_ CO	MBAT ACTIONS							
ACTION	В	ONUS/MOVE	TIME	EFFECT										
Attack Actions Standard Attack			half	1 attack a	gainst 1 tar	get								
Bull Rush *		_+5_	full	Move up	to Speed to	oward 1 opponent; opposed	Athletics check to push tar	get 1 square +	1 additional square	per 4 over oppo	nent result; target	becomes spraw	led	
Coup de Grace			full			rget only) hit = unconscious		save vs. death	(Fort DC 10 + Dam	age)				
Disarm *		. 1	half			Standard Attack to disarm 1								
Feint		<u>+1</u> +5	half full			Notice to render adjacent opposes to render target <i>held</i> ; both		-1-1				L C+-		
Grapple * Pummel			full			= triple subdual damage	i characters become vumer	abie and may i	nake additional Au	netics (Str) checi	is to gain Grappie	benents		
Taunt		+8	half			se Motive to force opponen	at in Close Quarters to attac	k von with ne	vt action					
Threaten		+8_	half			ve to inflict 1d6 stress damag	•		et action					
Tire		+5	half			o inflict 1d6 subdual damag								
Trip *		+4	half			patics to render target spraw								
Initiative Actions														
Aim			half	(Unmovin	ng target or	nly) +1 with Standard Attack								
Anticipate		_+8_	half			0 + target base attack bonus		Defense equal	l to Wis mod (min.	+1) for 1 full ron	nd			
Delay			free			round; max (10 + Init bonus				,				
Distract		_+1_	half			Motive to reduce opponent		round only						
Ready			full			nter during this round								
Refresh			1 round			in 1 action die's result in vita	ality or 2 wounds							
M														

Draw, sheath, pick up, or manipulate 1 object

1 Standard Move; +4 dodge bonus to Def for $1\ \mathrm{full}\ \mathrm{round}$

Move 4 × Speed in straight line (3 × Speed in full armor); become *flat-footed*

Prepare to ride 1 trained animal or vehicle

Stand or drop prone, become flat-footed

Standard Move

Mount/Dismount

Handle item

Reposition

20_ ft.

0 ft.

0 ft.

80_ ft.

20 ft.

half

half

full

full

full

COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, AN	D OTHER OPTIONS
NOTES	NAME	NOTES
+1 Defense (already factored in)	Turning (Undead)	Each undead within 30 ft. makes a Will save (DC 12)
2 rounds to make Ambush check; +1 die of sneak attack		(special undead gain a +4 bonus)
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
+1 vitality per Career Level (already factored in)		Either effect lasts 1d4+1 rounds
	NOTES +1 Defense (already factored in) 2 rounds to make Ambush check; +1 die of sneak attack Spend 1 action die to re-roll non-error w/ main-gauche (once per attack check)	+1 Defense (already factored in) 2 rounds to make Ambush check; +1 die of sneak attack Spend 1 action die to re-roll non-error w/ main-gauche (once per attack check)



 $^{^\}circ$ 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).

	CARRYING CAP	ACITY				REPUTATION AN	D RENOWN		
GHT LOAD Up	to 60 HEAVY LOAD (-2 DE	F/PHYSICAL,	1/2 SPEED)	51-180	LEGEND	REPUTATION	RE	NOWN	
/ERLOADED (–5 DI	EF/PHYSICAL, CAN'T MOVE) _	181+	11-11-		HEROIC RENOWN _	TITLE			
T (2 × HEAVY LOA	AD, NO MOVEMENT)360)	C.		MILITARY RENOWN	TITLE			
SH/DRAG (2 × HEA	AVY LOAD, 1/4 SPEED)36	0		Cle.	NOBLE RENOWN _	TITLE			
				GE	EAR			~	
ME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
ouch	Holds 50 coins		Soft 1	3	Holy symbols	+2 to Turn DC	T/1	Hard 2	3
resteel	Starts fire in 1 round	D/2	Hard 1	0.5					
ouch	—— ———————————————————————————————————		Soft 1						
ugury bones	+2 Relax	D/1	Hard 1	1					
igury bones	12 Kelux		Tiuru I						
ouch	Holds 50 coins	D/-	Soft 1						
unk of meat	-1 fatigued condition	T/2	Soft 1	1.5					
aterskin	Holds 2 quarts	T/1	Soft 1	5.5	Total Encumbran	1ce			23.5
				MO	UNT			~	
AME		SIZE (FOOT	DDINIT)/DEAC	^^	1	SPEED	тр	AVEL	
									D
			INII		AIR DEF	RES	HEALIH	COM	r
ILLS JALITIES									
TACKS									
TACKS		-						~	
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AME		SPEED	Т	RAVEL	SIZE/DEF	OCC/LOAD		CONST	
JALITIES									
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TRIBUTES				ST	ATTRIBUTES			REP COS	Т
T ATK_	DEF RES	HEALTH	CON	MP	INIT ATK _	DEF RES	HEALTH	COM	P
ILLS					SKILLS				
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TACKS					ATTACKS				
AR					GEAR				
	HOLDING	1	_			HOLDING	2		
AME	SCALE	GUEST	S / M.	AX	NAME	SCALE	GUESTS	/ MA	x
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GRADES			REP. COS	т	OI GRADES			REP. COST	,
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AME	ITEM L	VL ESSENC	TEC	MAGIC	ITEMS	CHARMS			REP COST
ite Mask of Raki			.ucky Break)	<u> </u>		Spell Effect (Prayer, onc	e per scene)		23
			Edge at star		cene	(Half action) Position 40)-ft. penetratir	ng sphere	
		When	an attack hi	ts you by 1	or less,	anywhere within 50 ft. Is	nside sphere		
			1 Edge to ca			You and all teammates/a			
			per round)			+1 attack, dmg skill ched	cks, Will saves		
						Foes: -1 attack, dmg skil			
						Sphere lasts 3 rounds			



CASTING	IFVEL	3
CASIING		

SPELL POINTS

SPELLCASTIN	2111411a -
TO CAPTINI	g Briggs
CDELLICASION	

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SPELLS KNOWN

TOTAL RANKS WISDOM MISC.
SCORE MOD.

SAVE DC

11 = 10

0 + _____1

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		CASTING TIME	D. Comercia de		LL LIST	SAVING THROW	PREP COST	2222
AME/SCHOOL lindness/Deafness	LEVEL 2	TIME 1 half	DISTANCE Touch	AREA	DURATION 3 minutes (d)		COST	EFFECT Target is blinded or deafened
Ray of Enfeeblement	1	1 half	S. Range		3 minutes	-		Target suffers 2 Str impairment
any of Engeletiement								- Turget ouriero 2 our impuniment
Ranges:								
Personal								Happens at/to caster
Close								Up to 50 ft.
Local								Up to 250 ft.
Remote								Up to 1,000 ft.
Short Range								From caster, up to 50 ft.
Medium Range								From caster, up to 250 ft.
Long Range								From caster, up to 1,000 ft.
								<u> </u>
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	Sheffiasting arithtes: crass arit	IIIES, FEAIS, PAIHS,	AND DIHER UPITUNS
NAME	NOTES	NAME	NOTES
Acolyte	Path of Curses I (Black Cat feat)	Path of the Devoted	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 gaina +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 \times 3 (dmg 1d4 subdual; threat 19–20; range: 20 ft. \times 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

Raelia Cloud	splitter		iant			Bard		M4/2		The state of the s		
CHARACTER NAME Sage 3		SPECIES/TALENT		SPECIAL*	ГҮ		57					
FIRST CLASS/LEVEL		SECOND CLASS/LEVE	L	THIRD C	LASS/LEVEL							
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□ ACROBATICS	DEX	=	_ + + _			MEDICINE	INT _	+4 = 2	_ + _2 + _			
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□ BLEND	CHA	$\frac{+2}{2} = \frac{2}{2}$	_ + _0_ + _		. 🗆	PRESTIDIGITAT	ΓΙΟΝ DEX _	+2 = 2	_ + _0 + _			
□ BLUFF	CHA	$\frac{+2}{1} = \frac{2}{1}$	_ + _0_ + _		. 🗆	RESOLVE	CON _	+4 = 2	_ + _2_ + _			
□ CRAFTING *	INT	$\frac{+3}{1} = \frac{1}{1}$	_ + _2 + _		. 🗆	RIDE *	DEX _	=	_ + + _			
□ DISGUISE	CHA	+1 = 1 = 1	+ 0 + -		. 🗆	SEARCH	INT _	+7 = 5	_ T T -			
□ HAGGLE	WIS	+ 7 = <u>5</u>	- + <u>2</u> + -		. 🗆	SENSE MOTIVE	_	$\frac{+7}{15} = \frac{5}{5}$	_ + _2 + _			
■ IMPRESS	CHA	+6 = 6	- + + _		. 🗆	SNEAK	DEX _	+5 = 5	_ + + _			
□ INTIMIDATE	WIS		- + + _		. –	SURVIVAL	WIS _	+4 _ 2	_ + + _			
□ INVESTIGATE	E WIS		- + <u></u> + -			TACTICS	INT _		_ + + _			
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		28s				PANACHE _	2	_	PRUDENCE	0		
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STAKE						INCOME _	20s	-				
	,	NON-COI	MBAT ABILIT	IES: CLASS A	BILITIE	S, FEATS, AND	OTHER OPTION	IS				
NAME Assistance I	NOTES Teammate	: +1 error range t	o make checl	c in 1/2 time	NAMI Free		NOTES Gain a free hin	it or action di	e (once per ses	ssion)		
Assistance I Teammate: +1 error range to make check in 1/2 time Beguiling Fixate target with successful Taunt							Hamlin Highto					
Best of the Best Apply skill bonus to teammate's check (once per scen												
Blend, Bluff, Prestidigitation, Sneak are class skills Encouragement Grant a teammate +1 bonus with saves (once per sc						Council						
2our agement				cc per seem			Spend action dice to boost teammates' checks and rolls					



DEFENSE	$\frac{8}{\text{TOTAL}} =$	10 +	+ <u>0</u> + <u>-1</u> SIZE MOD.	_ + 2 MISC. MOD. ARMOR MOD.	INI	TIATI	VE _	+2 =	+ CLASS BONUS +	DEX MOD.	+MISC. MOD.	
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SUBDUAL	CURRENT	FATIGUED	STRESS	CURRENT SHAKEN		€¤	1		EAPONS		-	-
						1	Halberd	+5	1d12+2	19	L/2	24
		CONDITIO	INS		WEAPON 1		TYPE	ATK	DMG Д D Д	reach +1	SZ/HAND	WGT
					WE.	RNG	SHOTS			ES/UPGRADES		
						Le	ongsword	+5	2d6+2	20	M/1	12
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•	☐ HURLE	D			Am	DISGUISE	=	RESISTANCES			GRADES	
				c i	MBAT ACTIONS						•	
					IMIDAL ACTIONS							
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT									
Standard Attack		half	1 attack against 1 ta	ırget								
Bull Rush *	_+8_	full		toward 1 opponent; opposed					onent result; target	becomes sprawl	ed	
Coup de Grace Disarm *		full half		arget only) hit = unconscious . Standard Attack to disarm 1		ave vs. death	(Fort DC 10 + Da	mage)				
Feint	+2	half		Notice to render adjacent opp								
Grapple *	+8	full		ics to render target <i>held</i> ; both		ble and may	make additional A	thletics (Str) chec	ks to gain Grapple	benefits		
Pummel		full	Unarmed attack: hi	t = triple subdual damage								
Taunt	_+7_	half	Sense Motive vs. Se	ense Motive to force opponent	t in Close Quarters to attack	you with ne	ext action					
Threaten	_+2_	half		lve to inflict 1d6 stress damag		rters						
Tire	_+4_	half		to inflict 1d6 subdual damage								
Trip *	_+0_	half	Acrobatics vs. Acro	batics to render target sprawl	led							
Initiative Actions												
Aim	.7	half		only) +1 with Standard Attack		2.6	1. 200	4) 6 4 6 "				
Anticipate	_+7_	half		10 + target base attack bonus) s round; max (10 + Init bonus		Jetense equa	aı to Wıs mod (mir	n. +1) for 1 full ro	ına			
Delay Distract	+2	free half		s round; max (10 + 1111t bonus se Motive to reduce opponent		aund only						
Ready	_12_	full		later during this round	Januarye by 200 ioi tills re	oura Omy						
Refresh		1 round		ain 1 action die's result in vital	lity or 2 wounds							

Draw, sheath, pick up, or manipulate 1 object

1 Standard Move; +4 dodge bonus to Def for $1\ \mathrm{full}\ \mathrm{round}$

Move 4 × Speed in straight line (3 × Speed in full armor); become *flat-footed*

Prepare to ride 1 trained animal or vehicle $\,$

Stand or drop prone, become flat-footed

Movement Actions

Standard Move

Mount/Dismount

Handle item

Reposition

50_ft.

0 ft.

0 ft.

200_ft.

50 ft.

half

half

full

full

full

	COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, AN	ID OTHER OPTIONS
NAME	NOTES	NAME	NOTES
Guts	+4 with Push Limit checks (see page 70)	Improved Stability	Size counts as Large for carrying capacity, Trample
	1/2 Str and Dex penalties when fatigued		attacks, and resisting Bull Rush/Trip attempts when
	May return at start of next scene when Cheating Death		standing firmly on the ground
Hurled Proficiency	Gain the hurled proficiency (already factored in)	Sterner Stuff	-4 keen quality with attacks targeting you
Natural Attack	Trample I (atk +5; dmg 1d12+2; threat 20)		



 $^{^{\}circ}$ 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).

DVERLOADED (~5 DEF/PHYSICAL, CAN'T MOVE) 541+ JIFT (2 × HEAVY LOAD, NO MOVEMENT) 1,080 JUSH/JORAG (2 × HEAVY LOAD, 1/4 SPEED) 1,080 SEAR	SZ/HAND CONST WEIGH S. S/1 Soft 1 1 the checks D/2 Soft 1 2 1 day each T/2 Hard 1 10 trts T/1 Soft 1 5.5 ins D/- Soft 1 1 TRAVEL
AMME EFFECT SZ/HAND CONST WEIGHT NAME EFFECT Backpack +2 Str. for carrying L/- Soft 2 3 Large sack Holds 25 lbs. Bedroll Cold Resistance 4 L/- Soft 1 3 Doctor's bag For Medicing Sextant +2 to navigate Know. F/1 Brittle 1 1 Rations (14) Feeds 1 for 1 Grooming case +1 Appearance bonus D/1 Brittle 1 2 Waterskin Holds 20 quarters and the strength of t	SZ/HAND CONST WEIGH S. S/1 Soft 1 1 the checks D/2 Soft 1 2 1 day each T/2 Hard 1 10 rts T/1 Soft 1 5.5 ins D/- Soft 1 1 173.5
USH/DRAG (2 × HEAVY LOAD, 1/4 SPEED) 1,080 SEAR SEAR SEFECT SZ/HAND CONST WEIGHT NAME EFFECT Holds 25 lbs.	SZ/HAND CONST WEIGH S. S/1 Soft 1 1 ne checks D/2 Soft 1 2 1 day each T/2 Hard 1 10 rts T/1 Soft 1 5.5 ins D/- Soft 1 1 173.5
GEAR SAME EFFECT SZ/HAND CONST WEIGHT NAME EFFECT Holds 25 lbs. Gedroll Cold Resistance 4 L/- Soft 1 3 Doctor's bag For Medicing Sextant +2 to navigate Know. F/1 Brittle 1 1 Rations (14) Feeds 1 for 1 Grooming case +1 Appearance bonus D/1 Brittle 1 2 Waterskin Holds 2 quant Pouch Holds 50 coing Size (FOOTPRINT)/REACH (SZ/HAND CONST WEIGH S. S/1 Soft 1 1 the checks D/2 Soft 1 2 1 day each T/2 Hard 1 10 trts T/1 Soft 1 5.5 ins D/- Soft 1 1 TRAVEL
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AME EFFECT SZ/HAND CONST WEIGHT NAME EFFECT Backpack +2 Str. for carrying L/- Soft 2 3 Large sack Holds 25 lbs. Bedroll Cold Resistance 4 L/- Soft 1 3 Doctor's bag For Medicing Sextant +2 to navigate Know. F/1 Brittle 1 1 Rations (14) Feeds 1 for 1 Grooming case +1 Appearance bonus D/1 Brittle 1 2 Waterskin Holds 2 quares and Pouch Holds 50 coing Size (FOOTPRINT)/REACH MOUNT MAME	s. S/1 Soft 1 1 ne checks D/2 Soft 1 2 1 day each T/2 Hard 1 10 rts T/1 Soft 1 5.5 ins D/- Soft 1 1 173.5
Sackpack	s. S/1 Soft 1 1 ne checks D/2 Soft 1 2 1 day each T/2 Hard 1 10 rts T/1 Soft 1 5.5 ins D/- Soft 1 1 173.5
Feeds 1 for 1 Feeds 1 for	1 day each T/2 Hard 1 10 rts T/1 Soft 1 5.5 ins D/- Soft 1 1 173.5
Frooming case +1 Appearance bonus D/1 Brittle 1 2 Waterskin Holds 2 quare Pouch Holds 50 coi Total Encumbrance MOUNT SIZE (FOOTPRINT)/REACH (rts T/1 Soft 1 5.5 ins D/- Soft 1 1 173.5
Pouch Holds 50 coi Total Encumbrance MOUNT NAME SIZE (FOOTPRINT)/REACH (ins D/- Soft 1 1 173.5
Total Encumbrance MOUNT SIZE (FOOTPRINT)/REACH () / SPEED CITTRIBUTES INIT ATK DEF RES RUALITIES CITTACKS	173.5
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SIZE (FOOTPRINT)/REACH () / SPEED	
SIZE (FOOTPRINT)/REACH () / SPEED	
INIT ATK DEF RES	
QUALITIES	HEALTH COMP
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VEHICLE	
VEHICLE	
NAME SPEED TRAVEL SIZE/DEF OC	CC/LOAD CONST
QUALITIES	
CONTACT 1	CONTACT 2
GUNTAGET	UNIAGI Z
IAME TRUST SIZE/REACH SPEED NAME TR	RUST SIZE/REACH SPEED
TTRIBUTES REP COST ATTRIBUTES	REP COST
NIT ATK DEF RES HEALTH COMP INIT ATK DEF	RES HEALTH COMP
KILLS SKILLS	
QUALITIES QUALITIES	
TTACKS ATTACKS	
GEAR GEAR	
HOLDING 1	IOLDING 2
NAME SCALE GUESTS/ MAX NAME	SCALE GUESTS/ MAX
IPGRADES UPGRADES	
REP. COST	REP. COST
MAGIC ITEMS	
IAME ITEM LVL ESSENCES CHARMS	REP COS



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 I (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 Hurled proficiency may throw this weapon with a range of 15 ft. \times 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)



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□ DISGUISE	CHA	+3 =	1	2				SEARCH	INT	+8	_ 6 +	2 +		
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Assistance I	Teammate: +1 error range to make check in 1/2 time							int	Gain a free h	int or ac	tion die (o	nce per ses	sion)	
Beguiling	Fixate target with successful Taunt							Hearty Appetite May benefit from 2 food and 2 drink pe					ay	
Best of the Best	Apply skill bonus to teammate's check (once per scene							ne) Personal Lieutenant Raelia Cloudsplitter (Giant Sage					sheet)	_
Encouragement	Grant a tea	ımmate +1	bonus w	rith saves (once per	scene) I	cene) Practiced Impress If check + action die result fails, retain acti					on die		
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				C.O	MBAT ACTIONS						~	
ACTION	BONUS/MOVE	TIME	EFFECT									
Attack Actions Standard Attack		half										
Bull Rush *		full	1 attack against 1 tar Move up to Speed to	get oward 1 opponent; opposed A	Athletics check to push targ	et 1 square +	1 additional squ	are per 4 over oppo	nent result; targe	becomes spraw	led	
Coup de Grace Disarm *		full half		rget only) hit = unconscious Standard Attack to disarm 1		ave vs. death ((Fort DC 10 + E	Damage)				
Feint	+5_	half		Votice to render adjacent opp								
Grapple * Pummel	_+6_	full full		es to render target <i>held</i> ; both = triple subdual damage	characters become vulnera	ble and may n	nake additional	Athletics (Str) chec	ks to gain Grapple	benefits		
Taunt		half		se Motive to force opponent	in Close Quarters to attacl	you with nex	xt action					
Threaten Tire	<u>+1</u>	half half		re to inflict 1d6 stress damage		rters						
Trip *	_+2_ _+2_	half		o inflict 1d6 subdual damage oatics to render target <i>sprawl</i>								
Initiative Actions												
Aim	16	half		nly) +1 with Standard Attack		D-f	1 to Win d (1			
Anticipate Delay	_+6_	half free		0 + target base attack bonus); round; max (10 + Init bonus)		Defense equal	i to wis mod (m	iin. +1) for 1 fuii rot	ına			
Distract	_+5_	half		Motive to reduce opponent's	s Initiative by 2d6 for this r	ound only						
Ready Refresh		full 1 round		iter during this round n 1 action die's result in vital	ity or 2 wounds							
Movement Actions												
Standard Move	_30_ ft.	half	Move up to Speed in									
Handle item Mount/Dismount	0 ft. 0 ft.	half full		p, or manipulate 1 object ined animal or vehicle								
Reposition	0 ft.	half	Stand or drop prone,	become flat-footed								
Run Total Defense		full full	•	traight line (3 × Speed in full		!						
				dodge bonus to Def for 1 ful								
* The larger opponent	gains a +2 bonus pe	r category of Siz	e difference (except in th	e initiation of a Grapple, w	hen the smaller opponent	gains this ben	nefit).					
			COMBAT ABILI	TIES: CLASS ABII	LITIES. FEATS. T	RICKS.	AND OTH	ER OPTIONS			~	
NAME	NOTES				NAME		NOTE			1		
Hurled Proficie			proficiency (alre	eady factored in)	1411411		11012					
110000000000000000000000000000000000000		The Hullet	proficiency (unit	suuy luotoreu iii)								
				-								



	CARRYING CAP	ACITY	`			REPUTATION AND	RENOWN	,	
IGHT LOAD Up t	to 50 HEAVY LOAD (-2 DE	P/PHYSICAL,	1/2 SPEED)	51-150	LEGEND	REPUTATION	RI	NOWN	
OVERLOADED (-5 DE	F/PHYSICAL, CAN'T MOVE)	150+	11		HEROIC RENOWN _				
LIFT (2 × HEAVY LOA	D, NO MOVEMENT)300	<u> </u>	C.		MILITARY RENOWN	TITLE			
PUSH/DRAG (2 × HEA	VY LOAD, 1/4 SPEED)30	<u> </u>		اللق	NOBLE RENOWN _	TITLE			
				GF	AR			~	
JAME	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	+2 Str. for carrying	T/-	Soft 2	3	Large sack	Holds 25 lbs.	S/1	Soft 1	0.5
Bedroll	Cold Resistance 4	T/	Soft 1	3	Doctor's bag	For Medicine checks	D/2	Soft 1	2
Grooming case	+1 Appearance bonus	D/1	Brittle 1		Map, detailed	See rules reference	T/2	Brittle 1	0.5
Mirror	Reflective surface	D/1	Hard 1		Sextant	+2 to navigate Know.	F/1	Brittle 1	1
Rations (7)	Feeds 1 for 1 day each		Hard 1	5					
Waterskin	Holds 2 quarts		Soft 1	5.5	Pouch	Holds 50 coins	D/-	Soft 1	1
					Total Encumbran	<u></u>			41.1
				MO	UNT				
JAME		SIZE (FOOT	PRINT)/REACI	н (_) /	SPEED	TI	RAVEL	
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QUALITIES									
	CONTACT	1				CONTACT	2		
JAME	TRUST	_ SIZE/REAC	TH SI	PEED	NAME	TRUST	SIZE/REAC	H SPI	EED
TTRIBUTES								REP COS	
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KILLS					SKILLS				
GEAR					GEAR				
	HOLDING *		~			HOLDING	2	~	
	1								
	SCALE						GUESTS	S/ MA	X
JPGRADES					UPGRADES			REP. COST	,
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				MAGIC	ITEMS				
IAME	ITEM L'	VL ESSENC	ŒS			CHARMS			REP COST



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 Hurled proficiency may throw this weapon with a range of 15 ft. \times 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.



		Hro			ırdy			anger	_ 60	Lmas		madi
HARAC	TER NAME	cout 3		SPECIES/TALENT		SPECIA	ALTY		57		SWY	
IRST CL.	ASS/LEVEL	cout 3		SECOND CLASS/LEVEL		THIRD	CLASS/LEVEI	,	_		* D	
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	ale		23	5' 9"	152 lbs.		teely	Wild	ACT	ION DICE	3	d4
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		PHYSIC	AL ATTRIB	RUTES		MENTAL	ATTRIBL	ITES		3	MARK!	
ATTI N	RIBUTE AME	SCORE	MODIFIER	IMPAIRED IMPAIRED SCORE MODIFIER	ATTRIBUTE NAME	SCORE MO	ODIFIER	IMPAIRED IMPAIRED SCORE MODIFIER			tell air	
	TR	<u>14</u>	+2		INT	_12	+1_					5
_	EX	14	+2		WIS	13	+1			/a		1 /1
DEX	ON	16	+3		CHA	10	+0					
	TITUTION				CHARISMA		-		11///// 1	Ill time	SAM	MARIE GALLES
							SKILLS				I	MAX RANKS 6
RIGIN KILL	SK NA	ILL ME	SUGGESTED ATTRIBUTES	SKILL BONUS RANKS	ATTRIBUTE MIS MOD. MC		AT ORIG	GIN SKILL L NAME	SUGGESTED ATTRIBUTES	SKILL BONUS RANKS	ATTRIBUTE MOD.	MISC. THREAT RANGE
	ACRO	BATICS	DEX	+7 = 5	+ _2 +		_ □	MEDICINE	INT	<u>+4</u> = <u>3</u>	_ + +	
	ATHLE	ETICS	STR	+7 = 5	+ _2 +		_ □	NOTICE	WIS	+6 = 5	_ + +	
	BLEND)	CHA	<u>+2</u> = <u>2</u>	+ _0 + _		_ □	PRESTIDIGITA	TION DEX	=	+ +	
	BLUFF		CHA	=	+ +		_ □	RESOLVE	CON	$\frac{+5}{2} = \frac{2}{1}$	+ 3 +	
•	CRAFT	ΓING *	INT	<u>+2</u> = <u>1</u>	+ 1 +		_ □	RIDE *	DEX	+3 = <u>1</u>	_ + +	
	DISGU	ISE	CHA	=	+ +		_ □	SEARCH	INT	=	+ +	
	HAGG	LE	WIS	=	+ +		_ □	SENSE MOTIV	E WIS	=	+ +	
	IMPRE	SS	CHA	=	+ +		_ □	SNEAK	DEX	+7 = 5	_ + _2 _ +	
•	INTIM	IDATE	WIS	<u>+5</u> = <u>4</u>	+ 1 + _		_ □	SURVIVAL	WIS	$\frac{+6}{.5} = \frac{5}{4}$	- + <u>1</u> +	
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				NON-COM	BAT ARILITIE	s: cláss	ARILITA	ES, FEATS, AND	OTHER OPTIO	NS	~^	
JAME			NOTES	non com	ORI ROILITIE	0. 0LN00	NAM		NOTES			
Anim	al Emp	athy	+5 to non	-adversary animals	' Dispositions		Stal	ker	Always succee	ed with Surviva	l and Tactics	s checks with
Camo	uflage +5 with Blend checks in forest or jungle						DCs up to 23, and opposed checks with thes					
Doubl	ble Boost Double action dice rolled for Con-based skill checks							(results up to 23)				
avor	ed Foes		+2 threat	when attacking or	making Notice	,	Tra	ilblazer	Share either B	attlefield Trick	ery or Night	Fighting
				tive, or Survival ch			sts			nmates (once pe		
				,						(F		



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								RNG	SHOTS		QI	UALITIES/U	JPGRADES		
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			'				-	KIVO						D/2	٥٢
Medium	<u> </u>	1x1			1				Sling	+2		±+1 MG	20 THREAT	$\frac{D/2}{SZ/HAND}$	0.5 WGT
						WEAPO	M 3	60x6	10		nflicts su				wdi
GROUND	SPEED	OTHER S	PEED	TRAV	EL SPEED 🧲			RNG	SHOTS				JPGRADES	,	
BASE		BASE			MPH										
30 ft.					3	WEAPO	N 4		TYPE	AT	K DN	ИG	THREAT	SZ/HAND	WGT
						MENLO									
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	□ UNARM□ BLUNT	ED			BOWS BLACK POWDER			Th	ick Hide	2					
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	■ HURLED)	_		SEGE WEST ONS	Akme		Discusses		protoming				atural PGRADES	
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					C	OMBAT AC	TIONS						,		
AOTION	DONIE /MOVE	THE	FFFFOT			^							-		
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT												
Standard Attack		half	1 attack aga	ainst 1 target											
Bull Rush *	_+7_	full			rd 1 opponent; opposed						opponent result	; target bec	omes spraw	led	
Coup de Grace		full			only) hit = unconsciou			ave vs. death	(Fort DC 10 + D	amage)					
Disarm * Feint	+2_	half half			ndard Attack to disarm : ce to render adjacent op	-									
Grapple *	_ +2 _+7_	full			render target <i>held</i> ; bot			hle and may i	make additional	Athletics (Str)	checks to gain G	Frannle her	nefits		
Pummel		full			riple subdual damage	ii characters becor	пстинен	one and may i	make additional	runcues (5tr)	checks to gain c	ларріс всі	icites		
Taunt		half			Motive to force opponer	nt in Close Quarte	rs to attacl	k you with ne	xt action						
Threaten	+5	half			inflict 1d6 stress dama										
Tire	+4	half			flict 1d6 subdual damaş										
Trip *	_+7_	half	Acrobatics	vs. Acrobatio	es to render target sprau	vled									
Initiative Actions															
Aim		half	(Unmoving	target only)	+1 with Standard Attac	k									
Anticipate	_+1_	half			target base attack bonus		bonus to	Defense equa	l to Wis mod (m	in. +1) for 1 fu	ll round				
Delay		free			nd; max (10 + Init bonu										
Distract	_+2_	half			otive to reduce opponen	t's Initiative by 2d	6 for this r	ound only							
Ready		full			during this round										
Refresh		1 round	If not attac	ked, regain 1	action die's result in vit	auty or 2 wounds									

Draw, sheath, pick up, or manipulate 1 object

1 Standard Move; +4 dodge bonus to Def for $1\ \mathrm{full}\ \mathrm{round}$

Move 4 × Speed in straight line (3 × Speed in full armor); become *flat-footed*

Prepare to ride 1 trained animal or vehicle

Stand or drop prone, become flat-footed

Movement Actions

Standard Move

Mount/Dismount

Handle item

Reposition

30_ft.

0 ft.

0 ft.

120_ft.

30 ft.

half

half

full

full

full

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



 $^{^{\}circ}$ 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).

	CARRYING CAF	PACITY	,			REPUTATION AND	RENOWN		
IGHT LOAD Up	to 70 HEAVY LOAD (-2 DE	EF/PHYSICAL, 1	/ _{2 SPEED)} 7	1-210	LEGEND	REPUTATION	RE	NOWN	
VERLOADED (–5 DE	EF/PHYSICAL, CAN'T MOVE) _	211+	11		HEROIC RENOWN _				
IFT (2 × HEAVY LOA	AD, NO MOVEMENT)420	0	Car		MILITARY RENOWN				
USH/DRAG (2 × HEA	AVY LOAD, 1/4 SPEED)42	20		D	NOBLE RENOWN				
		-	D	ÇE	AR			~	
AME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
ouch	Holds 50 coins	D/-	Soft 1		Sack, small	Holds 10 lbs.	T/1	Soft 1	0.25
inderbox	Start fire in 1 round	D/2	Hard 1	0.5	Rations (5)	Feeds 1 for 1 day each	T/2	Hard 1	4
					Waterskin	Holds 2 quarts	T/1	Soft 1	5.5
ouch	Holds 50 coins	D/-	Soft 1	-					
lipe	+2 Concentrate	D/1	Hard 1	0.1	50 ft. hemp rope	Supports 1,000 lbs.	S/2	Soft 2	10
mokeleaf	Vice		Soft 1						
					Pouch	Holds 50 coins		Soft 1	1.5
Pouch	Holds 50 coins		Soft 1						
ody paint (3)	+2 Blend in forest		Soft 1	0.25					
	and jungle				Total Emcumbrai	nce			25.6
	N.			MO	UNT			~	
AME		SIZE (FOOT	PRINT)/REACH	. ()/	SPEED	TR	AVEL.	
						RES			
KILLS									
UALITIES									
TTACKS									
		-		VEU	ICLE			~~	
	м			^^			-		
AME		SPEED	TI	RAVEL	SIZE/DEF	OCC/LOAD _		CONST	
UALITIES									
	CONTACT	1				CONTACT 2	2		
AME	TRUST	SIZE/REAC	H SPI	EED	NAME	TRUST	SIZE/REACE	H SPE	ED
TTRIBUTES					ATTRIBUTES		_ 0122,121101	REP COST	
JIT ATK _				IP		DEF RES	HEALTH		
KILLS					SKILLS				
UALITIES									
EAR					GEAR				
	HOLDING		~			HOLDING O		~~	
	HOLDING	1				HOLDING 2	4	, , , , , , , , , , , , , , , , , , ,	
AME	SCALE	GUEST	S/ MA	X	NAME	SCALE	GUESTS	/ MAX	ζ
PGRADES					UPGRADES				
			REP. COST	Γ				REP. COST	
				MAGIC	ITEMS			~	
AME	ITEM I	VL ESSENC	ES			CHARMS			REP COST
hreefang (chakra	<i>am</i>) 3	Cagey	I (auto-save o	once per so		Spell Effect (Cause Wound			9
						As a full action, touch 1 ta			
						(attack check if they resist			
						with a touch or hit, inflict			
						(Will save with DC 10 to s	uffer only 1	/2 damage)	



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 Hurled proficiency may throw this weapon with a range of 15 ft. \times 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.



CHARACTER NAME SPECIES/TALENT Soldier 3		SPECIALTY THIRD CLAS				sman	- -	Fantasy					l f	
PLAYER NAME Male SENDER AC	52 GE	CURRENT XP 9' 1" HEIGHT	745 lb	os	NEXT LEVEL Mercil EYES		Unkemp	_ <u>t</u>	ACTI	ON DI	CE	3 STARTING I	DICE	d4 DIE TYPE
ATTRIBUTE SCORE STR 16 DEX 14 CONSTITUTION 18	CAL ATTRIB MODIFIER +3 +2 +4	IMPAIRED IMPAIRED SCORE MODIFIER	ATTRIBUTE NAME INT INTELLIGENC WISDOM CHARISMA	scori	+1	IN	S IPAIRED IMPAIRED CORE MODIFIER		G					
DRIGIN SKILL NAME ACROBATICS ATHLETICS BLEND BLUFF CRAFTING* DISGUISE HAGGLE IMPRESS INTIMIDATE INVESTIGATE CRAF	STR CHA CHA INT CHA WIS CHA WIS CHA WIS	SKILL RANKS			THREAT RANGE 19-20	ORIGIN SKILL	SKILL NAME MEDICINE NOTICE PRESTIDIGITAT RESOLVE RIDE * SEARCH SEARCH SENSE MOTIVE SNEAK SURVIVAL TACTICS Language: Language: Language:	IN WORTHON D. CO	n	+9	Stu	+	+	
					SUBP	LOTS								
		COMPLETED		~			□ COMPLET		LIF	ESTYL				DMPLETED OMPLETED
COIN IN HAND		13s				APPEAF	PANACHE _ RANCE BONUS _ INCOME _	0 0		MON		RUDENCE D/EARNED		0 15 %
NAME BSM (Athlete) Enlight. Athletics	(already fac	20 threat with Atl ctored in) Athletics ranks is	nletics and Re	esolve		NAME Restric	FEATS, AND ted Actions	When mother than the checks, yearnge in the checks.	aking our re	Influer esult m	ay not e	maneuve xceed 15	and you	
Paired Skills	ruichase r	anks in Resolve, g	ani ranks in S	oui vival		Reviled		Disposit		1 11011-0	igres de	crease by	10	



NCF	15	ว	2	1	2	1	,		-11	III	. 1		2	2		
DEFENSE	<u>TOTAL</u> =	10 + 2 CLASS	_ +	+ -1 SIZE	+	- 1 ARMOR		INI	TIATI	AE _	TOTAL	_ =	CLASS +	DEX	+	
DE.	TOTAL	BONUS	MOD.	MOD.	MOD.	MOD.	1				TOTAL		BONUS	MOD.	MOD.	
TV	48	١		DC.	27			RA	SE ATT	VCKG			12	VING THE	nwc	
VITALITY		CURRENT	WOUN	ПЭ	TOTAL	CURRENT	ATTACK	DH		ATTRIBUTE	MISC.	SAY		BASE	ATTRIBUTE	Mec
	TOTAL	CURRENT			TOTAL	CURRENT	TYPE	TOTAL	BASE ATTACE	K MOD.	MOD.	TY	PE TOTA	AL SAVE	MOD.	MISC. MOD.
	O.	RITICAL II	HIDITE		~		UNARMED	+6	= _ 3	_ + _ 3 +		FORTI	TUDE $+6$	<u> </u>	+ 4 .	+
	ы	IIIIGAL II	IJURIE2				MELEE	+6	= 3	+ 3 +		REF	L EX +3	3 ₌ 1	₊ 2 .	+
							RANGED	+5	= 3	_ + 2 +		WI	LL +4	k ₌ 3	+ 1 .	+
		١								/						
SUBDUAL			STRE	55					@ -			WE	APONS		-	
300	CURRENT I	ATIGUED	31.		CURRENT	Γ SHAKEN			Ras	tard sword	d +	7	1d12+3	3 20	M/1	18
		CONDITI	ONO		~		- 0	N 1	Dus	TYPE	AT		DMG	THREAT	, -	WGT
		CONDITI	UNS				WEAPO						massive	, ogre-ma	•	
									RNG	SHOTS			QUALITI	ES/UPGRADES		
									To	wer shield	+	7	1d6+3	none	M/1	12
		SIZE			~		WEAPO	N 2		TYPE	AT		DMG	THREAT		WGT
4							MENLO				in	flicts		damage	guard +	3
SIZE		FOOTPRII			REACH	ł			RNG	SHOTS			QUALITI	ES/UPGRADES		
Large		2x2			1											
							WEAPO	N 3		TYPE	AT	ΓK	DMG	THREAT	SZ/HAND	WGT
GROUND S	PFFD	OTHER !	SPFFD	TRA	IVEL SP	PFFD	MEIN		RNG	SHOTS			OUALITI	ES/UPGRADES		
BASE	71 220	BASE		7 1111	MPH								Q			
		DASE	-							TYPE	AT		DMG	THREAT	SZ/HAND	WGT
30 ft.					3		WEAPO	N 4		TIPE	AI	I.K	DMG	ITKEAI	5Z/TAND	WGI
					~				RNG	SHOTS			QUALITI	ES/UPGRADES		
		PROFICIE	NCIES								,	<u> </u>				
PROFICIENT FO	RTE	PR	OFICIENT	FORTE							1	35	ARMUR	\ 3 \\ 		
	UNARM	IED			BOWS				D ('	11.	., .	· ·		· 1	F (1	00
	BLUNT				BLACK	POWDER			Partia	ıl chainma	$\frac{iil}{1}$ $\frac{3}{1}$		<u>-1</u>		-5 ft.	90 wgt
• '	EDGED				SIEGE V	WEAPONS	ARMO	K	-8	TIFE	Edged		Dr		t fittings	
•	HURLEI)							DISGUISE		RESISTANO				PGRADES	
						0	MDAT AG	TIONS						,		
						į Gl	DMBAT ACT	IIUN3								
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT													
Standard Attack		half	1 attack	against 1 tar	get											
Bull Rush *	+13	full				nent; opposed	Athletics check to	push targe	et 1 square +	· 1 additional squa	re per 4 over	opponen	t result; target	becomes spraw	led	
Coup de Grace		full							ive vs. death	(Fort DC 10 + Da	image)					
Disarm * Feint	+2	half half					target in Close Q ponent flat-footed									
Grapple *	+13	full							ble and may	make additional A	thletics (Str)	checks to	o gain Grapple	benefits		
Pummel		full			= triple subd	-			,							
Taunt	_+1_	half					nt in Close Quarte			ext action						
Threaten	<u>+5</u>	half					ge to opponent in		rters							
Tire Trip *	<u>+9</u> +2	half half				subdual damag er target <i>spraw</i>	e to adjacent oppo	onent								
-		Itali	ACTODALI	.c. vs. 21010D	acres to rend	a miget spiuw	recy									
Initiative Actions Aim		half	(Unmor	ing target on	lv) +1 with 9	Standard Attack	e									
Anticipate	_+1_	half						bonus to I	Defense eaua	al to Wis mod (mir	n. +1) for 1 fu	ull round				
Delay		free			-	(10 + Init bonus			•							
Distract	_+2_	half					t's Initiative by 2de	6 for this ro	ound only							
Ready		full	1 half act	tion taken la	ter during th	is round										

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 o	of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

Draw, sheath, pick up, or manipulate 1 object

Prepare to ride 1 trained animal or vehicle $\,$

Stand or drop prone, become flat-footed

If not attacked, regain 1 action die's result in vitality or 2 wounds

Move 4 × Speed in straight line (3 × Speed in full armor); become flat-footed

1 round

half

half

full

half

full

35_ft.

0 ft.

0 ft.

0 ft.

140_ft.

Refresh

Movement Actions

Standard Move

Mount/Dismount

Handle item

Reposition

Run

	COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, AI	ND 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 CA	PACILY				REPUTATION AND	KENUWN		
IGHT LOAD Up t	o 250 Heavy Load (-2 D	EF/PHYSICAL, 1	/2 SPEED)	51-750	LEGEND	REPUTATION	REI	NOWN	
VERLOADED (–5 DE	F/PHYSICAL, CAN'T MOVE)	751+	16		HEROIC RENOWN _	TITLE			
IFT (2 × HEAVY LOA			Ca		MILITARY RENOWN	TITLE			
USH/DRAG (2 × HEA	VY LOAD, $1/4$ SPEED)	500		Cle.	NOBLE RENOWN	TITLE			
				G	EAR	_			
JAME	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	+2 Str. for carrying	M/-	Soft 2	3	Large sack	Holds 25 lbs.	S/1	Soft 1	1
60 ft. hemp rope	Supports 1,000 lbs.	S/2	Soft 2	10	Rations (7)	Feeds 1 for 1 day each	T/2	Hard 1	5
Grappling hook	+2 Climb with rope	T/1	Hard 2	4	Waterskin	Holds 2 quarts	T/1	Soft 1	5.5
					Pouch	Holds 50 coins	D/1	Soft 1	0.5
					Total Encumbran	<u>ce</u>			149
				MO	UNT				
	- N	avan (no om			1	anana.			
						SPEED			
			INIT _		ATK DEF	RES	HEALTH	СОМ	Р
KILLS									
TTACKS									
11 IACK5		_							
				VEH	HCLE				
JAME		SPEED	T	RAVEL	SIZE/DEF	OCC/LOAD _		CONST	
QUALITIES									
	CONTACT	1	~			CONTACT :	,	~	
							4		
JAME					NAME	TRUST	_ SIZE/REACH	í SP	EED
TTRIBUTES					ATTRIBUTES			REP COS	ST
NIT ATK _	DEF RES	HEALTH	COM		INIT ATK	DEF RES	HEALTH_	COM	1P
KILLS					SKILLS				
QUALITIES									
SEAR					GEAR				
	HOLDING	1				HOLDING 2	2		
JAME	SCALE	GUESTS	5 / MA	X	NAME	SCALE	GUESTS	/ MA	X
JPGRADES					UPGRADES		G02010		
								REP. COST	Γ
				MAGIC	ITEMS			·	
IAME	ITEM	LVL ESSENCI	ES		•	CHARMS			REP COST



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*).

Reviled: 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*)