

CHA /		Saving Throws (lvl included)				Feat of:		Luck / Chivalry							
Armor		Physical		Mental		Dodge		Strength		Agility					
Shield		Speed		INIT		Attack		DMG REDUCTION		Defense		Damage		REACH	TOP SAVE
Damage Reduction Defense Bonus Shield Breaking Cover Value															
Damage Save - d20 +6 - d20 - d20 -6 - Destroyed															
Damage Reduction Defense Bonus Shield Breaking Cover Value															
Damage Save - d20 +6 - d20 - d20 -6 - Destroyed															
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Damage Save - d20 +6 - d20 - d20 -6 - Destroyed															
Damage Reduction Defense Bonus Shield Breaking Cover Value															
Damage Save - d20 +6 - d20 - d20 -6 - Destroyed															
Damage Reduction Defense Bonus Shield Breaking Cover Value															
Damage Save															

AGGRESSIVE ATTACK

+5 to next attack; -2 to defensive rolls; If the defender GIVES GROUND against a successful aggressive attack, only do ½ damage.

JAB

Faster attack – not allowed with all weapons; Deals ½ damage; No Penetration.

CHARGE

Sprint in a straight line toward a foe at least 20 ft away; Gain +4 to Attack roll; Lose any Dex bonus to Defense rolls for 5 sec; Normal damage counts as double for determining KNOCK-BACKS

GIVE GROUND

During attacker's count, defender can move back 5ft; Gain +5 to Defense roll; Suffers -1 to next attack; Attacker can automatically Advance (press forward)

FULL PARRY

+5 to Defense rolls; Re-set Weapon Count Up; May be combined with GIVE GROUND and/or FIGHTING WITHDRAWAL fighting styles.

FIGHTING WITHDRAWAL

Use normal walking movement to back up or sidestep; -2 to next Attack as long as you continue withdrawing

FIGHT DEFENSIVELY

Take an Attack penalty of -2, -4, -6 or -8; Gain a corresponding +1, +2, +3 or +4 to all Defense rolls; You may stop fighting defensively at anytime; May be combined with GIVE GROUND and/or FIGHTING WITHDRAWAL fighting styles.

FLEE

Attacker can follow at normal speed or make a free attack; If he attacks he may not pursue for number of seconds equal to 1/2 weapon speed round up; Fleeing character cannot use shield in defense; Fleeing character uses a d10p for defense roll; Re-set count up for fleeing character's weapon.

HOLD AT BAY

If you have Reach and a Jabbing weapon you can prevent a target from approaching you; Target must knock your weapon aside before they can attack you; To land a hit on weapon attack must make a successful d20p roll against defender's d12p. Success means he can attack on the next count

READY AGAINST CHARGE

Requires a polearm & Reach; Use against targets attempting to CHARGE you; Must be able to attack first and have 3 secs to set it; If successful charge loses CHARGE benefits; Success does double damage; Success attacker HELD AT BAY

Mage Spells

Spell Points

Spell Books

Memorized Spells

Apprentice Level

Apprentice Level

Journeyman Level

1st Level

2nd Level

3rd Level

4th Level

5th Level

6th Level

7th Level

8th Level

9th Level

10th Level

11th Level

12th Level

13th Level

14th Level

15th Level

16th Level

17th Level

18th Level

19th Level

20th Level

SPELL FATIGUE

5 seconds + casting time after spell is completed;
During recovery: -6 Defense, No Attacks, Move ½
speed, Skill Checks -30%

SAVING THROWS

Target rolls 1d20p + [creature attack bonus,
character levels] + save modifier vs. Caster 1d20p +
level.

Cleric Spells & Turning

Memorized Spells

1st Level

2nd Level

1st or 2nd Bonus

3rd Level

4th Level

3rd or 4th Bonus

5th Level

6th Level

5th or 6th Bonus

7th Level

8th Level

7th or 8th Bonus

9th Level

10th Level

9th or 10th Bonus

11th Level

12th Level

11th or 12th Bonus

13th Level

14th Level

13th or 14th Bonus

15th Level

16th Level

15th or 16th Bonus

17th Level

18th Level

19th Level

20th Level

Turning Undead

To Turn undead, the cleric must be within sight of the creature or otherwise have its attention, boldly present his holy symbol and speak a prayer or command of his religion. Roll a d20p and add the character's level Turning Modifier (based on Charisma) vs. d20p and add the monster's Will Factor. If the priest's roll is greater the undead must immediately flee at its maximum rate for 3d4p minutes. If the roll is a tie, the undead is held at bay for 5 seconds and then may re-engage. Turning requires 5 seconds to complete and may be performed any number of times, as long as the priest is successful or ties. If the undead attempt to attack the cleric before the 5 seconds have passed, the Turning attempt activates immediately.

Once a priest fails, he may try again, but the undead receives a +4 bonus to its roll. Each successive failure results in a cumulative +4 bonus. Attacking in melee or otherwise forcing oneself or allies onto the creature negates the repelling effects (though missile attacks do not), but does not otherwise affect future attempts or provide a bonus to the undead's Will check.

Player's hackTrack

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

BOTTOM



INIT

ATTACK

SPEED

DEFENSE

REFCh

DAMAGE

TOP SAVE

DMG REDUCTION

Range

To hit

- d20p -4
- d20p -6
- d20p -8

Saving Throws (lvl included)

Physical

Mental

Dodge

Feat of:

Strength

Agility

BOTTOM