

Advanced Jared Sinclair's 6th Edition

The Complete Playbook's Handbook

sgp⁺

Introduction

This is a set of eight playbooks for Jared Sinclair's 6e, to support fantasy play in the vein of 2nd edition in particular.

I like Jared's game, 6e, for which these playbooks are made. But who wants to play a fighter, a wizard, a thief or a cleric? When I was young, I loved kits, the weirdly specific proto-subclasses from the pointless splatbooks that sunk TSR, the Complete Handbooks. Once, I thought they had no place in my fantasy roleplaying, but times, they have a changed.

Kits, this supplement is for you.

And I guess it's for ya'll as well, people who've paid money for this purchase.

Cheers!

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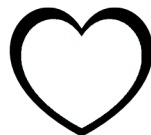
FALCONER

NAME

WHAT DO YOU LOOK LIKE



ARMOR



HP

INVENTORY

STR

1.

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DEX

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CON

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WIS

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CHA

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Gear: ○○○○○○



DAMAGE

Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

On a 12+, you do it perfectly, with some additional benefit.

On a 10-11, you do it perfectly.

On a 7-9, you do it, but with some cost or complication.

On a 6-, you fail to do it, with some additional negative consequence.

Falconer Moves

When your falcon does a old trick, it is considered a basic move +FAL.

When your falcon does a new trick, spend FAL and add it to your roll. On a 10+, add the trick to your list. On 7-9, add the trick to your list and choose one consequence. On 6-1, they do not learn the trick; choose one consequence.

- They are injured and lose 1HP.
- They fly off; they are unavailable for a scene.
- They harry an ally; the next roll by an ally suffers -1.

When your falcon assists you, add FAL to your roll and lose 1 HP.

YOUR FALCON

FAL HP

Your falcon starts with a FAL score of 1 and 3 HP. Your falcon recovers HP whenever you do.

Falcon Tricks

Tricks your Falcon has learnt:

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15. _____
16. _____
17. _____

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Falconer Advancement list.



Falconer Advancements

(You get one per level)



Resolute. Gain +I Wisdom.



Lithe. Gain +I Dexterity.



Robust. Gain +I Constitution.



Worldly. Take an advancement from another class (choose a cool one, not an attribute bonus).



Clever Girl. Gain +I Falcon.



Clever Girl. Gain +I Falcon.



Robust Companion. Your falcon gains +2 HP.



Robust Companion. Your falcon gains +2 HP.



Hunter. When your falcon hunts with you, you can add +FAL to track or find.



Battle-trained. When you attack, you can use your falcon as a ranged weapon, +I damage.



Falcon Guard. When your falcon is with you, they will call out to alert you to an approaching enemy.

Or work with the DM to come up with something cooler!

OTHER STUFF

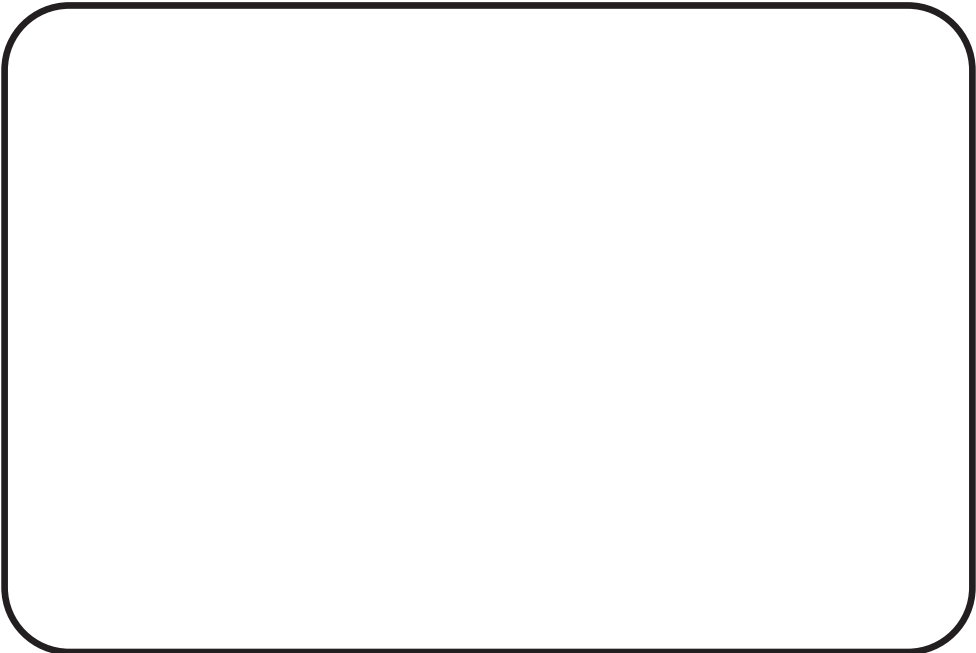
When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

CHARACTER CREATION

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment.
6. Go find a dungeon!



MOVES & NOTES & DOODLES

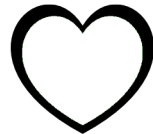
WARRIOR-MONK

NAME

WHAT DO YOU LOOK LIKE



ARMOR



HP

INVENTORY

STR

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DEX

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CON

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WIS

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CHA

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Gear: ○○○○



Meditations & Poses

Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

On a 12+, you do it perfectly, with some additional benefit.

On a 10-11, you do it perfectly.

On a 7-9, you do it, but with some cost or complication.

On a 6-, you fail to do it, with some additional negative consequence.

Warrior-Monk Moves

You cannot use the same move twice without performing a different pose, flourish or meditation first. Record these to the right.

- ☐ When you strike with a flurry of blows, roll +STR. On a success, roll damage dice twice, or three times in a 12+.

- ☐ When you strike with a quivering palm, roll +WIS. On a success, they are paralysed for a short time, and on a 12+, there is a 50% chance they will drop dead in a week's time.

When you fall from a height, roll +DEX. On a success, you do not sustain greivous injury.

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When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Warrior-Monk Advancement list.

EXPERIENCE

Warrior-Monk Advancements

(You get one per level)

- ☐ *Considered.* Gain +1 Wisdom.
- ☐ *Hale.* Gain +1 Constitution.
- ☐ *Swift.* Gain +1 Dexterity.
- ☐ *Worldly.* Take an advancement from another class (choose a cool one, not an attribute bonus).
- ☐ *Ritual of Fortitude.* Each time you perform a meditation, you gain 1 armor until your next meditation.
- ☐ *Healing Meditation.* Each time you perform a meditation, you can gain 1 HP.
- ☐ *Quick Strikes.* Your flurry of blows inflicts an additional dice of damage.
- ☐ *Mind Fortress.* When your mind is under assault, your roll is treated as if it were one tier better.
- ☐ *Pressure Point.* When you attack with your quivering palm, your roll is treated as if it were one tier better.
- ☐ *Quiet Repose.* You can choose to perfectly maintain the appearance of death. **When you are examined**, roll +CON. On a 10+, they are convinced. On a 7-9, they are convinced, you cannot maintain your state for much longer! On 6-, you are discovered!

Or work with the DM to come up with something cooler!

OTHER STUFF

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

CHARACTER CREATION

1. Roll your attributes.
2. Choose one advancement from your class's list.
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MOVES & NOTES & DOODLES

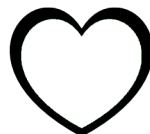
HIVEMASTER

NAME

WHAT DO YOU LOOK LIKE



ARMOR



HP

INVENTORY

STR

1.

2.

DEX

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CON

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INT

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WIS

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CHA

15.

Gear: ○○○○○○



DAMAGE

Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

On a 12+, you do it perfectly, with some additional benefit.

On a 10-11, you do it perfectly.

On a 7-9, you do it, but with some cost or complication.

On a 6-, you fail to do it, with some additional negative consequence.

Hivemaster Moves

When you summon your swarm, roll +WIS.

On a 10+, the swarm follows your commands and augments your attacks by +1 damage. On a 7-9, the swarm follows your commands, but will not augment your attacks. On a 6-, the swarm do not follow your commands. Beware.

When you attempt to transform into one of your insects, roll 2d6. You transform into your result or lower.

On a 12+, a giant or venomous flying insect. On a 10-11, a giant or venomous crawling or burrowing insect. On a 7-9, a non-venomous flying. On a 6-, a non-venomous crawling or burrowing insect.

Hivemaster's Swarm

When you create your character, choose one type of insect that you keep in your hive. You can gain other types through advancement. Make sure your swarm does one cool unique thing.

- ☐ Bees can communicate with you through dance.
- ☐ Fireflies illuminate their surroundings.
- ☐ Ants can lift many times their weight.
- ☐ Stink Beetles create strong and pungent smells.
- ☐ Spiders can climb vertical surfaces and build webs.
- ☐ Water Striders can walk on water.
- ☐ Worms can burrow underground.
- ☐ Giant locusts make good snacking.
- ☐ Stick insects hide in plain sight.
- ☐ Termites can eat through wood and fabric.

Work with your DM to come up with something cooler!

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Hivemaster Advancement list.

EXPERIENCE

Hivemaster Advancements

(You get one per level)

- ☐ *Resolute.* Gain +1 Wisdom.
- ☐ *Robust.* Gain +1 Constitution.
- ☐ *Smart.* Gain +1 Intelligence.
- ☐ *Worldly.* Take an advancement from another class (choose a cool one, not an attribute bonus).
- ☐ *Immune.* When you are afflicted by poison or venom, you may add one to the roll.
- ☐ *Strange Friends.* You may have an additional insect type in your swarm.
- ☐ *Strange Friends.* You may have an additional insect type in your swarm.
- ☐ *Manipulating Swarm.* When you have summoned your swarm, they can manipulate small objects.
- ☐ *Swarm-Shield.* When you have summoned your swarm, you gain 1 armor.
- ☐ *Hive-form.* When you roll 10+ to transform into an insect, you may transform into a non-venomous swarm of insects.
- ☐ *Shapechanger.* When you roll 10+ to transform into an insect, you may add +WIS to the roll.

Or work with the DM to come up with something cooler!

OTHER STUFF

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

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2. Choose one advancement from your class's list.
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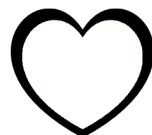
KNIGHT OF THE TEMPLE

NAME

WHAT DO YOU LOOK LIKE



ARMOR



HP

INVENTORY

STR

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2.

DEX

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4.

CON

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INT

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WIS

12.

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14.

CHA

15.

Gear: ○○○○



DAMAGE

Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

On a 12+, you do it perfectly, with some additional benefit.

On a 10-11, you do it perfectly.

On a 7-9, you do it, but with some cost or complication.

On a 6-, you fail to do it, with some additional negative consequence.

Knight of the Temple Moves

When you smite your foe with righteous anger, roll +STR and either add to or point to the part of the oath that justifies your anger. On a 12+, they are struck dead, if your anger was indeed righteous.

When you protect those you are oathbound to protect, either add to or point to the part of your oath that justifies your protection, and you treat your roll for this move as 1 tier higher.

When you break your oath, you are reduced to 1 HP, and you treat all moves you make as 1 tier lower, until you atone for your transgressions.

Your Oath

Each time you use a move that asks of you to justify your actions, you must either point to an oath written here, or add a sentence to your oath which justifies it.

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Knight of the Temple Advancement list.

EXPERIENCE

Knight of the Temple (You get one per level)

- ☐ Insightful. Gain +1 Wisdom.
- ☐ Indomitable. Gain +1 Strength.
- ☐ Heavenly. Gain +1 Charisma.
- ☐ *Worldly*. Take an advancement from another class (choose a cool one, not an attribute bonus).
- ☐ *Aura of Protection*: When your party stands with you and you are upholding your oath, they gain 1 armor.
- ☐ *Atonement*: You can redact one sentence from your oath.
- ☐ *Detect Evil*. When you suspect evil is near, roll +WIS. On a 12+, all 3. On 10-11, choose 2. On 6-9, choose 1: Who is evil, the nature of the evil, or where they are. On 6-, you are mistaken.
- ☐ *Healing Hands*. When you lay hands on your ally, roll +CHA. On a 12+, heal damage equal to twice your level. On 10-11, heal damage equal to your level. On 6-9, take damage equal to half your level. On 6-, take damage equal to your level.
- ☐ *Curative Touch*. When you lay hands on your ally, on a 12+, you can instead choose to cure them completely of any disease.

Or work with the DM to come up with something cooler!

OTHER STUFF

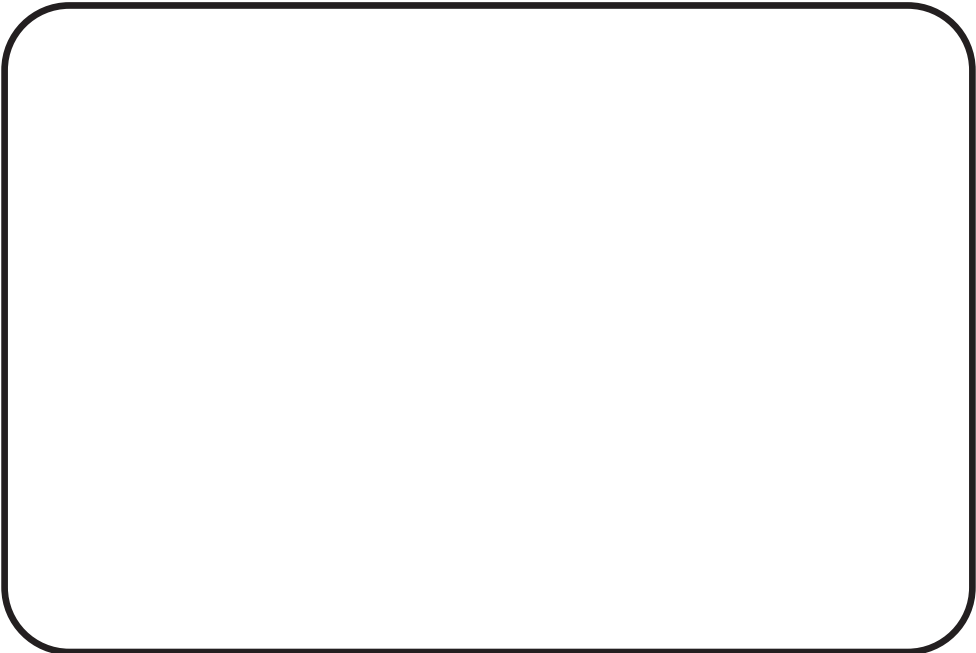
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When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

CHARACTER CREATION

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment.
6. Go find a dungeon!



MOVES & NOTES & DOODLES

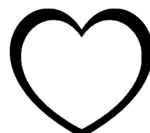
RAVAGER

NAME

WHAT DO YOU LOOK LIKE



ARMOR



HP

INVENTORY

STR

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DEX

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CON

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INT

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WIS

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CHA

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Gear: ○○○○



DAMAGE

Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

On a 12+, you do it perfectly, with some additional benefit.

On a 10-11, you do it perfectly.

On a 7-9, you do it, but with some cost or complication.

On a 6-, you fail to do it, with some additional negative consequence.

Ravager Moves

When you defeat a worthy opponent, keep a trophy and record it to the right.

When you use a trophy to build up your rage, roll +STR and expend your trophy. On 10+, Choose 2. On 7-9, choose 3. On 6-, all 4:

- Your rage lasts until you choose it ends.
- When you roll to fight, add one.
- When you roll damage, add two.
- You attack with such fury that you break your weapon.

When you use a trophy to intimidate, threaten or frighten your enemy, you automatically succeed and expend your trophy.

Trophies

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When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Ravager Advancement list.



Ravager Advancements

(You get one per level)

- ☐ *Leathery.* Gain +I Constitution.
- ☐ *Indomitable.* Gain +I Strength.
- ☐ *Imposing.* Gain +I Charisma.
- ☐ *Worldly.* Take an advancement from another class (choose a cool one, not an attribute bonus).
- ☐ *Invulnerable.* When you take damage, expend a trophy to take no damage instead.
- ☐ *Stand Alone.* When you fight against a horde of enemies, you may treat your rolls as if they were one tier higher.
- ☐ *Calming Bond.* Choose a companion when you take this advancement. They can roll +CHA to attempt to cancel one consequence of your rage (but not all).
- ☐ *Wings of the Eagle.* When you leap to strike an opponent in the air, roll +STR. On a success, you fly far to meet them.
- ☐ *Dangerous.* You deal +I damage.
- ☐ *Dangerous.* You deal +I damage.

Or work with the DM to come up with something cooler!

OTHER STUFF

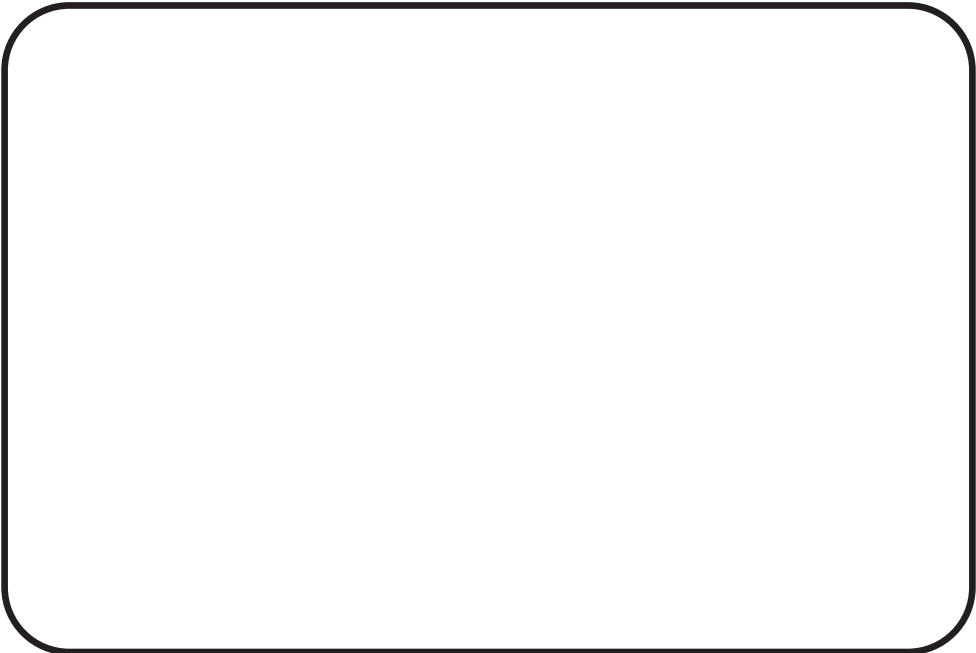
When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

CHARACTER CREATION

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment.
6. Go find a dungeon!



MOVES & NOTES & DOODLES

KNIGHT OF THE SWORD

NAME

WHAT DO YOU LOOK LIKE



ARMOR



HP

INVENTORY

STR

1. Annointed

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DEX

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CON

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CHA

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Gear: ○○○○



DAMAGE

Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

On a 12+, you do it perfectly, with some additional benefit.

On a 10-11, you do it perfectly.

On a 7-9, you do it, but with some cost or complication.

On a 6-, you fail to do it, with some additional negative consequence.

Knight of the Sword Moves

When you strike someone with your annointed weapon, add any bonuses you have recieved from any sword quests. They are cumulative.

When you put your annointed weapon between the defenseless and their aggressors, you may treat your roll as one tier higher.

When you take an advancement with the Annointed key word, you must complete a quest from your Annointing Quests column before gaining that ability.

Quests

Work with your DM to make a quest. Each quest will end in your weapon being annointed. Usually, they'll fit this formula: *Go to the [place] and overcome the [challenge] to prove you are worthy of the annointing.* Write them in this box.

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Knight of the Sword Advancement list.

EXPERIENCE

Knight of the Sword Advancements

(You get one per level)

- ☐ *Resolute.* Gain +1 Wisdom.
- ☐ *Indomitable.* Gain +1 Strength.
- ☐ *Protective.* Gain +1 Charisma.
- ☐ *Worldly.* Take an advancement from another class (choose a cool one, not an attribute bonus).
- ☐ *Anointed in Flame.* Your weapon burns with flame. +1 damage, and it can light things aflame.
- ☐ *Anointed in Power.* Your weapon can hew magic. On a success, magic you know is present is dispelled.
- ☐ *Anointed in Light.* Your weapon glows with holy light. +1 damage, and it glows brightly when evil is near.
- ☐ *Anointed in Steel.* Your weapon can cut steel. Armor has no effect on it.
- ☐ *Anointed in Earth.* Your weapon is immovable. When you wield it, you cannot be moved unless you wish to be.
- ☐ *Anointed in Water.* Your weapon is swift. When you wield it, on a 12+, you roll your damage dice twice.
- ☐ *Anointed in Blood.* Your weapon is thirsty. When bathed in an enemies' blood, it can direct you to another of the same blood.

Or work with the DM to come up with something cooler!

OTHER STUFF

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

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When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

CHARACTER CREATION

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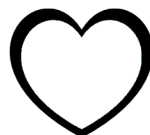
PSYCHIC

NAME

WHAT DO YOU LOOK LIKE



ARMOR



HP

INVENTORY

STR

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Gear: ○○○○



DAMAGE

Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

On a 12+, you do it perfectly, with some additional benefit.

On a 10-11, you do it perfectly.

On a 7-9, you do it, but with some cost or complication.

On a 6-, you fail to do it, with some additional negative consequence.

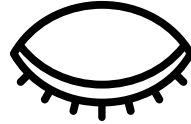
Psychic Moves

When you use your psychic powers, roll +INT. Deduct the lowest from your psychic reserve. On a 9-, choose 1. On a 6-, you are incapacitated for a short time.

- You affect a random target.
- You have a reduced effect.
- The effect is random.

When you engage in a psychic battle of wills, roll +INT. Deduct the lowest from your psychic reserve. On a 10+ choose 2. On a 7-9, choose 1. On a 6- your opponent chooses 1.

- A power has its intended effect.
- Read one clear thought.
- Plant one clear memory.
- Incapacitate them for a



PSYCHIC RESERVE (PSY)

Psychic Powers

1. **Clairaudience.** You can hear sounds from a distant spot. If the spot moves, spend 1 psy.
2. **Telekinesis.** Move objects, at about 1 foot per second. Bigger things cost 1 psy per size. You would cost 2 psy.
3. **Control Flames.** Flames become bigger, smaller, hotter, or colder. To harm, spend 1 psy per damage.
4. **Dreamwalk.** Enter anyone's dream, regardless of distance.
5. **Psychic Crush.** Overload the brain's neurons. Does 1d6 damage plus 1 per psy spent.
6. **Exchange Bodies.** Swap bodies, although they may resist you in a battle of wills.
7. **Telepathy.** Speak mind-to-mind. Spend 1 psy for each additional person, and significant distance.
8. **ESP.** Percieve surface thoughts in intelligent creatures. They may resist you in a battle of wills.
9. **Invisibility.** Become invisible to one creature's perception. Spend 1 psy per additional creature.
10. **Hypnotic Suggestion.** Plant a reasonable course of action in a creature's mind, and a trigger to carry it out.

Or work with your DM to come up with something cooler!

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Psychic Advancement list.

EXPERIENCE

Psychic Advancements

(You get one per level)

- ☐ *Smart.* Gain +1 Intelligence.
- ☐ *Resolute.* Gain +1 Wisdom.
- ☐ *Magnetic.* Gain +1 Charisma.
- ☐ *Worldly.* Take an advancement from another class (choose a cool one, not an attribute bonus).
- ☐ *Mind Knife.* When you attack with a knife of psychic energy, use 1d6 instead of 1d4 and add two to your damage.
- ☐ *Body-Mind Connection.* When you resist a physical assault, you may spend psy for an equivalent bonus to your roll.
- ☐ *Adaptation.* When you resist an environmental effect, you may spend psy for an equivalent bonus to your roll.
- ☐ *Telepathic Bond.* Choose a companion to speak telepathically to, without spending psy, regardless of distance.
- ☐ *Catapult.* You can use your telekinesis to reach attack speed. 1d6 damage per size of object thrown.
- ☐ *Shielded Mind.* Your mind cannot be read, nor are you vulnerable to suggestion.
- ☐ *Infinite.* You do not age, or suffer any consequences of aging.

Or work with the DM to come up with something cooler!

OTHER STUFF

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

CHARACTER CREATION

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP and PSY. Follow the same process for PSY as HP, but substitute CON for INT.
4. Mark your inventory slots.
5. Get some equipment.
6. Go find a dungeon!

JONGLEUR

NAME

WHAT DO YOU LOOK LIKE



ARMOR



HP

INVENTORY

STR

1.
2.

DEX

3.
4.
5.

CON

6.
7.
8.

INT

9.
10.
11.

WIS

12.
13.
14.

CHA

15.

Gear: ○○○○○○



DAMAGE

Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

On a 12+, you do it perfectly, with some additional benefit.

On a 10-11, you do it perfectly.

On a 7-9, you do it, but with some cost or complication.

On a 6-, you fail to do it, with some additional negative consequence.

Jongleur Moves

When you attempt to catch, throw, or juggle something, add one to the roll.

When you attempt a spectacular feat of balance or coordination, roll +DEX. On a 10+, you master it, and add it to your list. On a 7-9, you succeed without cost or complication. On a 6-, you fail to do it, with some additional negative consequence.

When you attempt a feat that you have mastered, you automatically succeed. On a 12+, you succeed with bombast, impressing those who see it with your skill and daring.

Mastered Feats

Whenever you attempt a feat you have mastered, you automatically succeed.

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

13. _____

14. _____

15. _____

16. _____

17. _____

18. _____

19. _____

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Jongleur Advancement list.



Jongleur Advancements

(You get one per level)

- ☐ *Artful.* Gain +1 Dexterity.
- ☐ *Resolute.* Gain +1 Wisdom.
- ☐ *Lithe.* Gain +1 Strength.
- ☐ *Worldly.* Take an advancement from another class (choose a cool one, not an attribute bonus).
- ☐ *Knife-thrower.* When you throw anything as a weapon, add one to the roll.
- ☐ *Tumbler.* When you fall, roll +DEX. On 6+, you take no damage.
- ☐ *Entertainer.* When you entertain physically, add one to the roll.
- ☐ *Precise.* When you roll 12+ on a thrown attack, you ignore their armor.
- ☐ *Dodge.* You gain 1 armor whenever you take time to rest, which lasts until your next rest.
- ☐ *Reflect.* When you attempt to reflect a ranged weapon back at your opponent, roll +DEX, and treat it as your own attack. On a 9 or less, you take the damage and you are off-balance, take -1 on your next roll.

Or work with the DM to come up with something cooler!

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