### 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 whitehot 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.



	Ruthless	Guardian	Zantasul	TM
Assassin 3	SECOND CLASS/LEVEL	THIRD CLASS/LEVEL		
Fantasy Craft Iconic				
player name Male	CURRENT XP	NEXT LEVEL	ACTION DICE 3	d4
GENDER AGE	HEIGHT WEIGHT	EYES HAIR	STARTING DICE	DIE TYPE
PHYSICAL ATTRIE		ENTAL ATTRIBUTËŜ		
ATTRIBUTE NAME SCORE MODIFIER	IMPAIRED IMPAIRED ATTRIBUTE SCORE MODIFIER NAME SC	ORE MODIFIER IMPAIRED IMPAIRED SCORE MODIFIER		, ayy
<b>STR</b> <u>12</u> <u>+1</u>	INI	2 +1		
$\frac{16}{16} + 3$	INTELLIGENCE WIS	2 +1		Jaur Star
<b>CON</b> <u>11</u> <u>+0</u>	WISDOM	4 +2		
CONSTITUTION	CHARISMA	SKILLS		MAX
ORIGIN SKILL SUGGESTED	SKILL ATTRIBUTE MISC.	THREAT ORIGIN SKILL	SUGGESTED SKILL ATTRIBUTE	MISC. THREAT
SKILL NAME ATTRIBUTES	$\begin{array}{rcrcccccccccccccccccccccccccccccccccc$	range skill name MEDICINE	ATTRIBUTES BONUS RANKS MOD. INT = + +	MOD. RANGE
□ ATHLETICS STR	= + +		WIS $+4 = 3 + 1 + $	
BLEND CHA	+4 = 2 + 2 +	PRESTIDIGITAT	ION DEX $+6 = 3 + 3 + $	
BLUFF CHA	<u>+5</u> = <u>3</u> + <u>2</u> + <u></u>	□ RESOLVE	CON +2 = 2 + 0 +	
CRAFTING * INT	= + +	RIDE *	DEX = + +	
DISGUISE CHA	<u>+3</u> = <u>1</u> + <u>2</u> + <u></u>	SEARCH	INT = + +	
■ HAGGLE WIS	= + +	SENSE MOTIVE	WIS $-+4 = -3 + -1 ++$	
□ IMPRESS CHA		SNEAK	DEX = + +	
□ INTIMIDATE WIS	$\frac{+6}{+5} = \frac{5}{4} + \frac{1}{1} + \frac{1}{-1}$	SURVIVAL	WIS = + + + + +	
■ INVESTIGATE WIS	<u>+5</u> = <u>4</u> + <u>1</u> + <u></u>		INT $+3 = 2 + 1 +$	
	FOCUSES		INTERESTS STU	TAL 3
CRAFTING	RIDE	Language: (	Common Study: The	Realm
		Languag	e: Elf Study: Ana	itomy
			Study: Wea	ponry
		SUBPLOTS		
		COMPLET:	D	COMPLETED
			D	COMPLETED
	COIN			otal style 4
COIN IN HAND	12s	PANACHE	2 PRUDENCE	2
COIN IN HAND		APPEARANCE BONUS	+1 MONEY SAVED/EARNED	25 %
STAKE		INCOME	20s	
	NON COMBAT ABILITIES:	CLASS ABILITIES, FEATS, AND (	THER OPTIONS	
NAME NOTES		NAME Hand of death	NOTES Flawless Blend/Resolve ([	C 23)
<u> </u>		Cold read	1/session, 3 questions (	· · · · · · · · · · · · · · · · · · ·
			······································	·
		Quick on feet	1/session, Mask/Ambush as f	ree action
<u> </u>				



DEFENSE		10 + <b>2</b>	3+	+			ITIATI	VE 🦕 🔄	+7=	+	3	_+	
ULI	TOTAL	CLASS BONUS	DEX MOD.	SIZE MOD.	MISC. ARMOR MOD. MOD.			Т	OTAL	CLASS BONUS	DEX MOD.	MISC. MOD.	
WITALITY	30		WOUND	S	11	E	ASE ATT	TACKS	$\mathbf{\mathbf{\nabla}}$	SA	VING TH	ROŴŜ	
VIIRE	TOTAL O	CURRENT	WUUII		TOTAL CURRENT	ATTACK TYPE TOTA	-	ATTRIBUTE M K MOD. M	IISC. IOD.	SAVE TYPE TOTA	-	ATTRIBUTI MOD.	E MISC. MOD.
	CR	ITICAL IN	IJURIES			UNARMED +3	_=_2	_+_I_+		RTITUDE <u>+</u> 2		_ + <u>0</u> _ 3	+
						MELEE +3	_= _2	_+ <u> </u>		EFLEX +5		+ 3	+
						RANGED +5	_ = _2	_+_3_+		WILL +3	8_=_2	+	+
SUBDUAL		ATIGUED	STRESS	s (	CURRENT SHAKEN		¢			EAPONS			
							Þ	Saber	+4	1d10+3		S/1	5
		CONDITI	ONS			WEAPON 1	RNG	TYPE	ATK		y, fines	SZ/HAND	WGT
								ort Sword	+4	1d8+1		T/1	4
		SIZE				WEAPON 2		ТҮРЕ	ATK	DMG	THREAT		WGT
SIZE		FOOTPRIN	<u> </u>		REACH	WEAPOIL	RNG	SHOTS			en 4 es/upgrades		
Mediun	n	1x1	11		1 KEAGH				+5	1d4+3		D/1	1
	I	171			I			wing Knife	ATK	DMG	THREAT		WGT
CDOUND	COLLO	OTUED	POFFO	TDA		WEAPON 3	<u>15x3</u>	10		finesse,		ous	
GROUND		OTHER S		IKA	VEL SPEED		RNG	SHOTS			ES/UPGRADES	<b>T</b> (4	0
base 30 1		BASE			MPH 3		- "Re	etribution"	. <b>+4</b> 	1d6+3	5 19 THREAT	T/1	3 
						WEAPON 4				keen 4,	magic		
		PROFICIE	NOIFC				RNG	SHOTS		QUALITI	ES/UPGRADES		
									YE	ARMOR	(X)		
PROFICIENT F	ORTE UNARM		OFICIENT FC	ORTE	BOWS						$\sim$	-	
	BLUNT			-	BLACK POWDER		Cr	nainmail	2		0	0	18
	EDGED				SIEGE WEAPONS	ARMOR	-4	TYPE	dged 2	DP	fitted,	lightwei	ight
	HURLEI	)					DISGUISE		SISTANCES			JPGRADES	<u> </u>
					C	MBAT ACTION							~
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT										
Standard Attack	+1	half	1 attack agair										
Bull Rush * Coup de Grace		full full	-		rard 1 opponent; opposed . et only) hit = unconscious		• •			nent result; target	becomes spra	vled	
Disarm *		half			andard Attack to disarm 1				, ,				
Feint	+6	half			tice to render adjacent opp								
Grapple	+1	full			to render target <i>held</i> ; both	characters become vulne	<i>able</i> and may	make additional Athle	tics (Str) chec	ks to gain Grapple	benefits		
Pummel	+3 +4	full			triple subdual damage		1 54						
Taunt Threaten	+6	half half			e Motive to force opponen to inflict 1d6 stress damag			ext action					
Tire	+2	half			inflict 1d6 subdual damag								
Trip *	+7	half			tics to render target spraw	,							
Initiative Actions													
Aim		half			y) +1 with Standard Attack		5.4	1. 100					
Anticipate		half free			+ target base attack bonus) ound; max (10 + Init bonus		Detense equ	al to Wis mod (min. +1	i) for 1 full rou	ind			
Delay Distract		free half			ound; max (10 + Init bonus Aotive to reduce opponent		round only						
Ready		full			er during this round		una onny						
Refresh		1 round			1 action die's result in vita	lity or 2 wounds							
Movement Actions													
Standard Move	<b>30</b> _ ft.	half	Move up to S	Speed in a	ny direction								
Handle item	0 ft.	half			or manipulate 1 object								
Mount/Dismount	0 ft.	full	-		ed animal or vehicle								
Reposition	0 ft.	half	Stand or droj	p prone, b	ecome flat-footed								
	120 4	6.11	Morre 4 · · · C	and in at	aight line (2 x Saradi C 1	larmor) bag d-t f	d						
Run Total Defense	<u>ft.</u> ft.	full full	-		aight line (3 × Speed in ful lodge bonus to Def for 1 fu		ed						

 $^{\circ}$  The larger opponent gains a +4 bonus per category of Size difference.

	COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, AND	OTHER OPTIONS
Always ready	NOTES Always act during surprise rounds	NAME Heartseeker	+3 BAB vs. special characters
Cheap shot	Trick (p221)	Elusive	atk/skill penalty for Def bonus (p86)
Menacing	Threaten 1-3 opponents at once	Angry Hornet	-2 to atk to make 2 hurl/bow atks (p92)
Step in	1/combat, suffer other's damage (p24)	Knife Basics	Feat (p89)



	CARRYING CAP	ACITY	-			REPUTATI	ION AND RE	NOWN		
LIGHT LOAD to 7	HEAVY LOAD (-2 DEL	F/PHYSICAL,	1/2 SPEED) <b>7</b>	'1-210	LEGEND	REPUTATIO	N	REN	OWN	
OVERLOADED (-5 DEF/P	PHYSICAL, CAN'T MOVE)	211+	11-		HEROIC RENOWN	TITLE	E			
LIFT (2 × HEAVY LOAD, 1	1/4 SPEED)420		See		MILITARY RENOWN	TITLE	E			
PUSH/DRAG (5 × HEAVY	LOAD, 1/4 SPEED)105	50		Q	NOBLE RENOWN	TITLE	E			
				G	EAR				~	
NAME	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT	s	Z/HAND	CONST	WEIGHT
Backpack	Extra carrying		Soft 2	5						
Grapple hook	+2 climb w/rope	T/1	Hard 2							
50' silk rope	750 lb capacity		Soft 2	5	<u>.</u>					
Pouch	holds 50 coins		Soft 1		<u>.</u>					
Tinderbox	fire in 1 rnd	D/2	Hard 1							·
Spyglass	x2 vision incr	T/1	Hard 2		<u>.</u>					
Sack, small	10 lbs max	T/1	Soft 1	.5						
										·
					Total Enc					49
				MO	UNT				~~	
NAME		SIZE (FOOT				SPEED		TDA	VEL	
SKILLS			INI			KLJ	111	ALIII	COMI	
QUALITIES										
ATTACKS										
				VEU					~~~	
				VER	IICLE		<u> </u>	-	-	
NAME		SPEED	T	RAVEL	SIZE/DEF _	00	CC/LOAD		CONST	
QUALITIES										
	CONTACT					Cl	DNTACT 2			
NAME	TRUST	SIZE/REAC	CH SP	PEED	NAME	TR	UST S	SIZE/REACH	SPE	ED
ATTRIBUTES					ATTRIBUTES				REP COST	
INIT ATK	DEF RES	HEALTH				DEF	RES	HEALTH		
QUALITIES					QUALITIES					
ATTACKS					ATTACKS					
GEAR					GEAR					
	HOLDING		~~~			H	OLDING 2		~~~	
NAME	SCALE		ГS / МА	AX	NAME			GUESTS	/ MAX	2
UPGRADES					UPGRADES			_ 001010		·
			REP. COST						_ REP. COST	
				MAGIO	ITEMS				~	
NAME	ITEM L				(	CHARMS		-		REP COST
"Retribution" L	ongknife 3	Da	mage Aur	a, Grtr (	1d10 Divine)					5
					יוחה ה	re J				
	0.3		EAK	AN	D PRIZ	KEJ 🖗	3			

### 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	Rogue	
Burglar 3	SECOND CLASS/LEVEL	THIRD CLASS/LEVEL	Tames Aral .
Fantasy Craft Iconic		NEXT LEVEL	
Female	CURRENT XP	NEXT LEVEL	ACTION DICE 3 d4
GENDER AGE PHYSICAL ATTRI		AL ATTRIBUTES	STARTING DICE DIE TYPE
ATTRIBUTE	IMPAIRED IMPAIRED ATTRIBUTE	IMPAIRED IMPAIRED	
15 12	12	+1	
SIR	INI INI INTELLIGENCE		Print
DEX <u>17</u> +3	WIS 10		
CON <u>14</u> +2	CHA 11	+0	
		SKILLS	MAX RANKS
ORIGIN SKILL SUGGESTED SKILL NAME ATTRIBUTES	BONUS RANKS MOD. MOD.	THREAT ORIGIN SKILL RANGE SKILL NAME	SUGGESTED SKILL ATTRIBUTE MISC. THREAT MOD. MOD. RANGE
ACROBATICS DEX	$\frac{+8}{+6} = \frac{5}{4} + \frac{3}{2} + \frac{-1}{4}$	MEDICINE	
ATHLETICS STR     RUEND CHA		NOTICE	$^{W13}$ $\_\_\_$ $=$ $\_\_$ $+$ $\_\_$ $+$ $\_\_\_$ $-\_$
<ul><li>BLEND CHA</li><li>BLUFF CHA</li></ul>	$+4 = 4 + 0 + \cdots$	PRESTIDIGITATION     RESOLVE	N DEX $$
□ CRAFTING * INT	+5 = 4 + 1 +	□ RIDE *	$\frac{1}{10000000000000000000000000000000000$
DISGUISE CHA	= + +	SEARCH	INT +5 = 4 + 1 +
■ HAGGLE WIS	<u>+4</u> = <u>4</u> + <u>0</u> + <u></u>	SENSE MOTIVE	WIS = + +
□ IMPRESS CHA	= + +	SNEAK	DEX <u>+7</u> = <u>4</u> + <u>3</u> +
□ INTIMIDATE WIS		SURVIVAL	WIS $+4 = 4 + 0 + \dots$
□ INVESTIGATE WIS	<u>+4</u> = <u>4</u> + <u>0</u> + <u></u>		INT <u>+5</u> = <u>4</u> + <u>1</u> + <u> </u>
	FOOLIGE		INTERESTS TOTAL 3
	FOCUSES		INTEREOTO STUDIES
CRAFTING	RIDE	Language: Sa	
Metalworking	RIDE Riding Mounts	Language: Sa Language: Co	aurian Study: Saurian Lands mmon Study: Jewelry
	RIDE		aurian Study: Saurian Lands
Metalworking	RIDE Riding Mounts		aurian Study: Saurian Lands mmon Study: Jewelry
Metalworking	RIDE Riding Mounts		aurian Study: Saurian Lands mmon Study: Jewelry
Metalworking	RIDE Riding Mounts		aurian Study: Saurian Lands mmon Study: Jewelry
Metalworking	RIDE Riding Mounts	Language: Con	aurian Study: Saurian Lands mmon Study: Jewelry
Metalworking	RIDE Riding Mounts Land Vehicles	Language: Con	aurian Study: Saurian Lands mmon Study: Jewelry Study: Numismatics
Metalworking	RIDE Riding Mounts Land Vehicles	Language: Con SUBPLOTS	aurian Study: Saurian Lands mmon Study: Jewelry Study: Numismatics
Metalworking Tailoring	RIDE Riding Mounts Land Vehicles	Language: Con SUBPLOTS	aurian Study: Saurian Lands mmon Study: Jewelry Study: Numismatics COMPLETED
Metalworking	RIDE Riding Mounts Land Vehicles	Language: Con SUBPLOTS COMPLETED	Aurian       Study: Saurian Lands         mmon       Study: Jewelry         Study: Numismatics         Study: Numismatics         COMPLETED         COMPLETED         LIFESTYLE       TOTAL         1       PRUDENCE       0         0       MONEY SAVED/EARNED       15       %
Metalworking Tailoring	RIDE Riding Mounts Land Vehicles	Language: Con SUBPLOTS COMPLETED COMPLETED	aurian       Study: Saurian Lands         mmon       Study: Jewelry         Study: Numismatics         Study: Numismatics         COMPLETED         COMPLETED         LIFESTYLE         1         PRUDENCE       0         15
Metalworking Tailoring COIN IN HAND STAKE	RIDE Riding Mounts Land Vehicles	Language: Con SUBPLOTS COMPLETED COMPLETED COMPLETED PANACHE APPEARANCE BONUS INCOME SS ABILITIES, FEATS, AND OTH	Aurian       Study: Saurian Lands         mmon       Study: Jewelry         Study: Numismatics         Study: Numismatics         COMPLETED         COMPLETED         LIFESTYLE       TOTAL         1       PRUDENCE       0         0       MONEY SAVED/EARNED       15       %         IOS       ER OPTIONS       Image: Save difference       10
Metalworking Tailoring COIN IN HAND STAKE NAME NOTES	RIDE Riding Mounts Land Vehicles	Language: Col SUBPLOTS COMPLETED COMPLETED COMPLETED PANACHE APPEARANCE BONUS INCOME SS ABILITIES, FEATS, AND OTH NAME NO	Aurian       Study: Saurian Lands         mmon       Study: Jewelry         Study: Numismatics         Study: Numismatics         COMPLETED         COMPLETED         LIFESTYLE       TOTAL         1       PRUDENCE       0         0       MONEY SAVED/EARNED       15       %         IOS       ER OPTIONS       Image: Save difference       10
Metalworking Tailoring	RIDE Riding Mounts Land Vehicles	Language: Con Language: Con SUBPLOTS COMPLETED COMPLETED PANACHE APPEARANCE BONUS INCOME NCOME NAME NO' 8) Dextrous	Aurian       Study: Saurian Lands         mmon       Study: Jewelry         Study: Numismatics         Study: Numismatics         COMPLETED         COMPLETED         LIFESTYLE       TOTAL         1       PRUDENCE         0       MONEY SAVED/EARNED         10s       TES         Double AD for dex-based skill checks
Metalworking Tailoring	RIDE         Riding Mounts         Land Vehicles         COMPLETED         COMPLETED         COIN         182s         NON COMBAT ABILITIES: CLI         1/day, cold vulnerabilities (p1 ore effects of dim and faint light)	Language: Con SUBPLOTS COMPLETED CO	Aurian Study: Saurian Lands mmon Study: Jewelry Study: Numismatics COMPLETED COMPLET
Metalworking Tailoring	RIDE         Riding Mounts         Land Vehicles         Land Vehicles         COMPLETED         COIN         182s         NON COMBAT ABILITIES: CL         1/day, cold vulnerabilities (p1)         ore effects of dim and faint ligit         (if spending AD=fail, get AD b	Language: Con SUBPLOTS  COMPLETED  COMPLETED  COMPLETED  PANACHE  APPEARANCE BONUS  INCOME  NOT  ASS ABILITIES, FEATS, AND OTH  NAME NOT  ASS Very sneaky Coack)	Aurian       Study: Saurian Lands         mmon       Study: Jewelry         Study: Numismatics         Study: Numismatics         COMPLETED         COMPLETED         LIFESTYLE       TOTAL         1       PRUDENCE         0       MONEY SAVED/EARNED         10s       TES         Double AD for dex-based skill checks
Metalworking Tailoring	RIDE         Riding Mounts         Land Vehicles         COMPLETED         COMPLETED         COIN         182s         NON COMBAT ABILITIES: CLI         1/day, cold vulnerabilities (p1 ore effects of dim and faint light)	Language: Con SUBPLOTS  COMPLETED  COMPLETED  COMPLETED  PANACHE  APPEARANCE BONUS  INCOME  NOT  ASS ABILITIES, FEATS, AND OTH  NAME NOT  ASS Very sneaky Coack)	Aurian       Study: Saurian Lands         mmon       Study: Jewelry         Study: Numismatics         Study: Numismatics         COMPLETED         COMPLETED         LIFESTYLE       TOTAL         1       PRUDENCE         0       MONEY SAVED/EARNED         10s       TES         Double AD for dex-based skill checks



THE REAL PROPERTY AND A DESCRIPTION OF A	17	10 + <b>3</b>	3	1		TINTI	VF	+7	_ 4	3		
DEFENSI	TOTAL	CLASS BONUS	DEX SIZE MOD. MOD.	MISC. ARMOR MOD. MOD.		IIIA		TOTAL	CLASS BONUS	DEX MOD.	MISC. MOD.	
WITNIT	24		WOUNDS	14	В	ASE ATT	ACKS		SI SI	AVING THR	ows	
VIIRE	· .	CURRENT	WUG	TOTAL CURRENT	ATTACK TYPE TOTAI	= 2	ATTRIBUTI MOD. + 2	MOD.	SAVE TYPE TOT		ATTRIBUTE MOD.	MISC. MOD.
	CR	RITICAL IN	NJURIES		MELEE +4	2	+ 2	+	REFLEX +6	6 <sub>=</sub> 3	+ 3	+
					RANGED +5	<sub>=</sub> 2	+ 3	+	WILL +'	1 = 1	+ 0	+
SUBDUA			STRESS			e	. (	>	WEAPONS			
000	CURRENT	ATIGUED		CURRENT SHAKEN		. 5	Stiletto	+5	1d4+2	2 18	D/1	.5
		CONDITI	ONS		WEAPON 1		TYPE	ATK		, finesse	SZ/HAND	WGT
					II LI.	RNG	SHOTS			TIES/UPGRADES		
						•	Sap	+4	1d6+2	s 19	D/1	2
		SIZE			WEAPON 2		TYPE	ATK		THREAT	SZ/HAND	WGT
SIZE		FOOTPRIN		REACH	ILEN	RNG	SHOTS			TES/UPGRADES		
Mediur	n	1x1		1		•	Sling	+5	1d4+2	s 20	D/1	1
					WEAPON 3	60x6	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
GROUND	SPFFD	OTHER S	SPFFD TR	AVEL SPEED	WEAT	RNG	10 SHOTS			Dad 1 TIES/UPGRADES		
BAS		BASE		MPH								
30	ft.			3	WEAPON 4		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
-			NOIFO			RNG	SHOTS		QUALIT	IES/UPGRADES		
		PROFICIE	NCIES					1		(LICE)		
DDOFICITIVE -	ODTT	DD	OFICIENT FORTE					13	ee avand			
PROFICIENT F			OFICIENT FORTE	DOW/G				(j	S ARMUR	×*/		
PROFICIENT F	UNARM			BOWS Black powder		·		e)	<b>\$</b> AKMUK 			
	<ul><li>UNARM</li><li>BLUNT</li><li>EDGED</li></ul>		0 0		ARMOR		ТҮРЕ	DR	ARMUR		SPEED	WGT
	<ul><li>UNARM</li><li>BLUNT</li></ul>	IED	o o o o	BLACK POWDER	ARMOR	DISGUISE		DR RESISTANCE			SPEED	WGT
	<ul><li>UNARM</li><li>BLUNT</li><li>EDGED</li></ul>	IED	o o o o	BLACK POWDER SIEGE WEAPONS	ARMOR DMBAT ACTIONS	DISGUISE						WGT
	<ul><li>UNARM</li><li>BLUNT</li><li>EDGED</li></ul>	IED	o o o o	BLACK POWDER SIEGE WEAPONS		DISGUISE						WGT
ACTION Attack Actions	UNARM BLUNT EDGED HURLEI	IED	EFFECT	BLACK POWDER SIEGE WEAPONS		DISGUISE						WGT
ACTION	UNARM BLUNT EDGED HURLEI	IED	EFFECT 1 attack against 1 ta	BLACK POWDER SIEGE WEAPONS	IMBAT ACTIONS			RESISTANCE	5	U	PGRADES	WGT
ACTION Attack Actions Standard Attack	UNARM BLUNT EDGED HURLEI	IED D TIME half	EFFECT  1 attack against 1 ta Move up to Speed ta	BLACK POWDER SIEGE WEAPONS	Athletics check to push tai	get 1 square +	1 additional sq	RESISTANCE uare per 4 over op	5	U	PGRADES	WGT
Actions Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm *	UNARM BLUNT EDGED HURLEE BONUS/MOVE +6	IED	EFFECT  1 attack against 1 ta Move up to Speed te (Helpless adjacent ta Standard Attack vs.	BLACK POWDER SIEGE WEAPONS	Athletics check to push tar or automatic critical hit + target in Close Quarters	get 1 square +	1 additional sq	RESISTANCE uare per 4 over op	5	U	PGRADES	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint	UNARM BLUNT EDGED HURLEI BONUS/MOVE +6	EED	EFFECT  I attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1	BLACK POWDER SIEGE WEAPONS CC rget ward 1 opponent; opposed. urget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent op	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent flat-footed	get 1 square + save vs. death	1 additional sq (Fort DC 10 +	RESISTANCE uare per 4 over oj Damage)	5 pponent result; targe	UI t becomes <i>sprawl</i>	PGRADES	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple	BUNARM BLUNT EDGED HURLEI BONUS/MOVE HONUS/MOVE	TIME half full half half half half	EFFECT  I attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs.) Athletics vs. Athleti	BLACK POWDER SIEGE WEAPONS rget oward 1 opponent; opposed. arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj cs to render target <i>held</i> ; both	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent flat-footed	get 1 square + save vs. death	1 additional sq (Fort DC 10 +	RESISTANCE uare per 4 over oj Damage)	5 pponent result; targe	UI t becomes <i>sprawl</i>	PGRADES	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint	UNARM BLUNT EDGED HURLEI BONUS/MOVE +6	EED	EFFECT  I attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1 Athletics vs. Athletic Unarmed attack: hit	BLACK POWDER SIEGE WEAPONS CC rget oward 1 opponent; opposed arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp es to render target <i>held</i> ; both t= triple subdual damage	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent, <i>flat-footed</i> ic characters become <i>vulner</i>	get 1 square + save vs. death <i>able</i> and may	: 1 additional sq 1 (Fort DC 10 + make additiona	RESISTANCE uare per 4 over oj Damage)	5 pponent result; targe	UI et becomes <i>sprawl</i>	PGRADES	WGT
Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel	UNARM     BLUNT     EDGED     HURLEE      HONUS/MOVE      +6      +6      +6     +4	TIME half full half full half full half full	EFFECT	BLACK POWDER SIEGE WEAPONS rget oward 1 opponent; opposed. arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj cs to render target <i>held</i> ; both	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulner</i> t in Close Quarters to atta	get 1 square + save vs. death <i>able</i> and may ck you with ne	: 1 additional sq 1 (Fort DC 10 + make additiona	RESISTANCE uare per 4 over oj Damage)	5 pponent result; targe	UI et becomes <i>sprawl</i>	PGRADES	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire	UNARM     BLUNT     EDGED     HURLEE      BONUS/MOVE     +6     +6      +7     +6     +4     +0     +0     +2	LED	EFFECT  I attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1 Athletics vs. Athleti Unarmed attack: hit Sense Motive vs. See Intimidate vs. Resolve Resolve vs. Resolve	BLACK POWDER SIEGE WEAPONS CC rget oward 1 opponent; opposed. rget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj cs to render target <i>held</i> ; both i = triple subdual damage nse Motive to force opponen ve to inflict 1d6 stress damage to inflict 1d6 subdual damage	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulner</i> t in Close Quarters to atta ge to opponent in Close Que e to adjacent opponent	get 1 square + save vs. death <i>able</i> and may ck you with ne	: 1 additional sq 1 (Fort DC 10 + make additiona	RESISTANCE uare per 4 over oj Damage)	5 pponent result; targe	UI et becomes <i>sprawl</i>	PGRADES	WGT
Action Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Taunt Threaten	UNARM     BLUNT     EDGED     HURLEE      BONUS/MOVE     +6     +6     +7     +6     +4     +0     +0     +0     +0	EED	EFFECT  I attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1 Athletics vs. Athleti Unarmed attack: hit Sense Motive vs. See Intimidate vs. Resolve Resolve vs. Resolve	BLACK POWDER SIEGE WEAPONS CC rget oward 1 opponent; opposed arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp cs to render target <i>held</i> ; both t= triple subdual damage nse Motive to force opponen ve to inflict 1d6 stress damage	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulner</i> t in Close Quarters to atta ge to opponent in Close Que e to adjacent opponent	get 1 square + save vs. death <i>able</i> and may ck you with ne	: 1 additional sq 1 (Fort DC 10 + make additiona	RESISTANCE uare per 4 over oj Damage)	5 pponent result; targe	UI et becomes <i>sprawl</i>	PGRADES	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire	UNARM     BLUNT     EDGED     HURLEE      BONUS/MOVE     +6     +6      +7     +6     +4     +0     +0     +2	LED	EFFECT  I attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1 Athletics vs. Athleti Unarmed attack: hit Sense Motive vs. See Intimidate vs. Resolve Resolve vs. Resolve	BLACK POWDER SIEGE WEAPONS CC rget oward 1 opponent; opposed. rget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj cs to render target <i>held</i> ; both i = triple subdual damage nse Motive to force opponen ve to inflict 1d6 stress damage to inflict 1d6 subdual damage	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulner</i> t in Close Quarters to atta ge to opponent in Close Que e to adjacent opponent	get 1 square + save vs. death <i>able</i> and may ck you with ne	: 1 additional sq 1 (Fort DC 10 + make additiona	RESISTANCE uare per 4 over oj Damage)	5 pponent result; targe	UI et becomes <i>sprawl</i>	PGRADES	WGT
Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Threaten Tirre Trip * <b>Disard Attack</b>	UNARM     BLUNT     EDGED     HURLEE      BONUS/MOVE     +6     +6      +7     +6     +4     +0     +0     +2	TIME half full half full half full half half half half half half	EFFECT  I attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1 Athletics vs. Athleti Unarmed attack: hit Sense Motive vs. See Intimidate vs. Resol Resolve vs. Resolve Acrobatics vs. Acrol (Unmoving target o	BLACK POWDER SIEGE WEAPONS CC rget oward 1 opponent; opposed. arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj cs to render target <i>held</i> ; both i= triple subdual damage nse Motive to force opponen ve to inflict 1d6 stress damag to inflict 1d6 stress damage batics to render target <i>spraw</i>	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnet</i> t in Close Quarters to atta ge to opponent in Close Qu e to adjacent opponent <i>led</i>	get I square + save vs. death <i>able</i> and may :k you with ne arters	1 additional sq (Fort DC 10 + make additiona ext action	RESISTANCE uare per 4 over of Damage) I Athletics (Str) cl	pponent result; targe	UI et becomes <i>sprawl</i>	PGRADES	WGT
Action Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trire Trire Tripi * Hitiaitve Actions Aim Anticipate	UNARM     BLUNT     EDGED     HURLEE      BONUS/MOVE     +6     +6      +7     +6     +4     +0     +0     +2	TIME half full half full half full half half half half half half half ha	EFFECT	BLACK POWDER SIEGE WEAPONS CC rget oward 1 opponent; opposed a rget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj cs to render target <i>held</i> ; both i = triple subdual damage mse Motive to force opponen ve to inflict 1d6 stress damag to inflict 1d6 stress damag batics to render target <i>spraw</i> hy) +1 with Standard Attack 0 + target base attack bonus,	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulner</i> t in Close Quarters to atta ge to opponent in Close Que to adjacent opponent <i>led</i> ; ;; success = dodge bonus to	get I square + save vs. death <i>able</i> and may :k you with ne arters	1 additional sq (Fort DC 10 + make additiona ext action	RESISTANCE uare per 4 over of Damage) I Athletics (Str) cl	pponent result; targe	UI et becomes <i>sprawl</i>	PGRADES	WGT
Action Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * Entitative Actions Aim Anticipate Delay	UNARM     BLUNT     EDGED     HURLEE      BONUS/MOVE     +6     +6      +7     +6     +4     +0     +0     +2	ED	EFFECT	BLACK POWDER SIEGE WEAPONS CO rget oward 1 opponent; opposed arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp cs to render target <i>held</i> ; both t= triple subdual damage nee Motive to force opponen ve to inflict 1d6 stress damag to inflict 1d6 stress damage to inflict 1d6 stress damage batics to render target <i>spraw</i> nly) +1 with Standard Attack 0 + target base attack bonus; round; max (10 + Init bonus	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulner</i> t in Close Quarters to atta ge to opponent in Close Qu e to adjacent opponent <i>lled</i> ; ; success = dodge bonus to ;) times	get 1 square + save vs. death <i>able</i> and may ck you with ne arters Defense equa	1 additional sq (Fort DC 10 + make additiona ext action	RESISTANCE uare per 4 over of Damage) I Athletics (Str) cl	pponent result; targe	UI et becomes <i>sprawl</i>	PGRADES	WGT
Action Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trire Trire Tripi * Hitiaitve Actions Aim Anticipate	UNARM     BLUNT     EDGED     HURLEE      BONUS/MOVE     +6     +6      +7     +6     +4     +0     +0     +2	TIME half full half full half full half half half half half half half ha	EFFECT	BLACK POWDER SIEGE WEAPONS CC rget oward 1 opponent; opposed. arget only) hit = unconscious Standard Attack to disarm 1 Notice to render target <i>held</i> , both t:= triple subdual damage nese Motive to force opponen ve to inflict 1d6 stress damage to inflict 1d6 subdual damage batics to render target <i>spraw</i> . nly) +1 with Standard Attack 0 + target base attack bonus; round; max (10 + 1nit bonus e Motive to reduce opponent	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulner</i> t in Close Quarters to atta ge to opponent in Close Qu e to adjacent opponent <i>lled</i> ; ; success = dodge bonus to ;) times	get 1 square + save vs. death <i>able</i> and may ck you with ne arters Defense equa	1 additional sq (Fort DC 10 + make additiona ext action	RESISTANCE uare per 4 over of Damage) I Athletics (Str) cl	pponent result; targe	UI et becomes <i>sprawl</i>	PGRADES	WGT
Action Attack Actions Standard Attack Bull Rush* Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Tirip * Tritiative Actions Anticipate Delay Distract	UNARM     BLUNT     EDGED     HURLEE      BONUS/MOVE     +6     +6      +7     +6     +4     +0     +0     +2	LED	EFFECT  I attack against 1 ta Move up to Speed t (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1 Athletics vs. Athleti Unarmed attack: hit Sense Motive vs. See Intimidate vs. Resol Resolve vs. Resolve Acrobatics vs. Acrolo (Unmoving target o Sense Motive (DC 1 -1 Initiative for this Bluff (Dex) vs. Sense 1 half action taken 1	BLACK POWDER SIEGE WEAPONS CO rget oward 1 opponent; opposed arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp cs to render target <i>held</i> ; both t= triple subdual damage nee Motive to force opponen ve to inflict 1d6 stress damag to inflict 1d6 stress damage to inflict 1d6 stress damage batics to render target <i>spraw</i> nly) +1 with Standard Attack 0 + target base attack bonus; round; max (10 + Init bonus	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulner</i> t in Close Quarters to atta ge to opponent in Close Qu e to adjacent opponent <i>led</i> ; s; success = dodge bonus to b) times fs limes	get 1 square + save vs. death <i>able</i> and may ck you with ne arters Defense equa	1 additional sq (Fort DC 10 + make additiona ext action	RESISTANCE uare per 4 over of Damage) I Athletics (Str) cl	pponent result; targe	UI et becomes <i>sprawl</i>	PGRADES	WGT
Attack Actions  Standard Attack Bull Rush *  Coup de Grace Disarm *  Feint Grapple Pummel Taunt Threaten Thre Trip *  Initiative Actions Aim Anticipate Delay Distract Ready	UNARM     BLUNT     EDGED     HURLEE      BONUS/MOVE     +6     +6      +7     +6     +4     +0     +0     +2	TIME half full half full half full half half half half half half half ha	EFFECT  I attack against 1 ta Move up to Speed t (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1 Athletics vs. Athleti Unarmed attack: hit Sense Motive vs. See Intimidate vs. Resol Resolve vs. Resolve Acrobatics vs. Acrolo (Unmoving target o Sense Motive (DC 1 -1 Initiative for this Bluff (Dex) vs. Sense 1 half action taken 1	BLACK POWDER SIEGE WEAPONS CC rget oward 1 opponent; opposed. arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent op cs to render target <i>held</i> ; both i = triple subdual damage nes Motive to force opponen ve to inflict 1d6 stress damage to inflict 1d6 subdual damage batics to render target <i>sprawu</i> nly) +1 with Standard Attack 0 + target base attack bonus; round; max (10 + 1nit bonus e Motive to reduce opponent ater during this round	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulner</i> t in Close Quarters to atta ge to opponent in Close Qu e to adjacent opponent <i>led</i> ; s; success = dodge bonus to b) times fs limes	get 1 square + save vs. death <i>able</i> and may ck you with ne arters Defense equa	1 additional sq (Fort DC 10 + make additiona ext action	RESISTANCE uare per 4 over of Damage) I Athletics (Str) cl	pponent result; targe	UI et becomes <i>sprawl</i>	PGRADES	WGT
AcTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh	UNARM     BLUNT     EDGED     HURLEE      BONUS/MOVE     +6     +6      +7     +6     +4     +0     +0     +2	TIME half full half full half full half half half half half half half ha	EFFECT  I attack against 1 ta Move up to Speed t (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1 Athletics vs. Athleti Unarmed attack: hit Sense Motive vs. See Intimidate vs. Resol Resolve vs. Resolve Acrobatics vs. Acrolo (Unmoving target o Sense Motive (DC 1 -1 Initiative for this Bluff (Dex) vs. Sense 1 half action taken 1	BLACK POWDER SIEGE WEAPONS CC rget oward 1 opponent; opposed- arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent op cs to render target <i>held</i> ; both i = triple subdual damage nes Motive to force opponen ve to inflict 1d6 stress damage to inflict 1d6 subdual damage batics to render target <i>spraw</i> nly) +1 with Standard Attack 0 + target base attack bonus; round; max (10 + 1nit bonus e Motive to reduce opponent ater during this round in 1 action die's result in vita	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulner</i> t in Close Quarters to atta ge to opponent in Close Qu e to adjacent opponent <i>led</i> ; s; success = dodge bonus to b) times fs limes	get 1 square + save vs. death <i>able</i> and may ck you with ne arters Defense equa	1 additional sq (Fort DC 10 + make additiona ext action	RESISTANCE: uare per 4 over of Damage) I Athletics (Str) cl	pponent result; targe	UI et becomes <i>sprawl</i>	PGRADES	WGT
Coup de Grace Disarm * Coup de Grace Coup de Grace Coup de Grace Disarm * Coup de Grace	UNARM     BLUNT     EDGED     HURLER      HURLER      HONUS/MOVE     +6     +4     +0     +2     +8	TIME half full half full half full half half half half half half half ha	EFFECT  I attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1 Athletics vs. Athletic Unarmed attack: hildeit Unarmed attack: hildeit Sense Motive vs. See Intimidate vs. Resolve Acrobatics vs. Acrol (Unmoving target o Sense Motive (DC 1 -1 Initiative for this Bluff (Dex) vs. Senses 1 half action taken 1 If not attacked, rega Move up to Speed in	BLACK POWDER SIEGE WEAPONS CC rget oward 1 opponent; opposed- arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent op cs to render target <i>held</i> ; both i = triple subdual damage nes Motive to force opponen ve to inflict 1d6 stress damage to inflict 1d6 subdual damage batics to render target <i>spraw</i> nly) +1 with Standard Attack 0 + target base attack bonus; round; max (10 + 1nit bonus e Motive to reduce opponent ater during this round in 1 action die's result in vita	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulner</i> t in Close Quarters to atta ge to opponent in Close Qu e to adjacent opponent <i>led</i> ; s; success = dodge bonus to b) times fs limes	get 1 square + save vs. death <i>able</i> and may ck you with ne arters Defense equa	1 additional sq (Fort DC 10 + make additiona ext action	RESISTANCE: uare per 4 over of Damage) I Athletics (Str) cl	pponent result; targe	UI et becomes <i>sprawl</i>	PGRADES	WGT
	UNARM BLUNT EDGED HURLEI BONUS/MOVE +6 +6 +6 +6 +6 +6 +6 +6 +6 +6 +7 +6 +8 *8	IED	EFFECT  I attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1 Athletics vs. Athleti Unarmed attack: hit Sense Motive vs. Se Intimidate vs. Resolve Acrobatics vs. Acrolo (Unmoving target o Sense Motive (Dr tis Bluff (Dex) vs. Sense 1 half action taken 1 If not attacked, rega Move up to Speed it Draw, sheath, pick u Prepare to ride 1 tra	BLACK POWDER SIEGE WEAPONS CC rget ward 1 opponent; opposed. arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp cs to render target <i>held</i> , both t= triple subdual damage new Motive to force opponen ve to inflict 1d6 stress damage to inflict 1d6 subdual damage batics to render target <i>spraw</i> nly) +1 with Standard Attack 0 + target base attack bonus; round; max (10 + 1nit bonus e Motive to reduce opponent ater during this round in 1 action die's result in vita n any direction up, or manipulate 1 object ined animal or vehicle	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulner</i> t in Close Quarters to atta ge to opponent in Close Qu e to adjacent opponent <i>led</i> ; s; success = dodge bonus to b) times fs limes	get 1 square + save vs. death <i>able</i> and may ck you with ne arters Defense equa	1 additional sq (Fort DC 10 + make additiona ext action	RESISTANCE: uare per 4 over of Damage) I Athletics (Str) cl	pponent result; targe	UI et becomes <i>sprawl</i>	PGRADES	WGT
	UNARM BLUNT EDGED HURLER BONUS/MOVE - +6 	TIME half full half full half full half half half half half half half half full half	EFFECT  I attack against 1 ta Move up to Speed ti Unarmed attack: hit Sense Motive vs. See Intimidate vs. Resol Resolve vs. Resolve Acrobatics vs. Actrol (Unmoving target o Sense Motive (DC 11 Initiative for this Bluff (Dex) vs. Sense 1 half action taken 1 If not attacked, regar Move up to Speed ii Draw, sheath, pick u Prepare to ride 1 tr Stand or drop prome	BLACK POWDER SIEGE WEAPONS CC rget oward 1 opponent; opposed. arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp cs to render target <i>held</i> ; both t = triple subdual damage to inflict 1d6 stress damage to inflict 1d6 stress damage to inflict 1d6 subdual damage batics to render target <i>spraw</i> nly) +1 with Standard Attack 0 + target base attack bonus; round; max (10 + 1nit bonus e Motive to reduce opponent attack during this round in 1 action die's result in vita n any direction up, or manipulate 1 object inied animal or vehicle by become <i>flat-footed</i>	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulner</i> t in Close Quarters to atta ge to opponent in Close Qu e to adjacent opponent <i>led</i> ; success = dodge bonus to b times 's Initiative by 2d6 for this lity or 2 wounds	get 1 square + save vs. death <i>able</i> and may :k you with ne arters : Defense equa round only	1 additional sq (Fort DC 10 + make additiona ext action	RESISTANCE: uare per 4 over of Damage) I Athletics (Str) cl	pponent result; targe	UI t becomes <i>sprawl</i>	PGRADES	WGT
	UNARM BLUNT EDGED HURLEI BONUS/MOVE +6 +6 +6 +6 +6 +6 +6 +6 +6 +6 +7 +6 +8 *8	IED	EFFECT  I attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1 Athletics vs. Athletic Unarmed attack: hill Sense Motive vs. See Intimidate vs. Resolve Acrobatics vs. Acrol (Unmoving target o Sense Motive (DC 1 -1 Initiative for this Bluff (Dea) vs. Sense 1 half action taken 1 If not attacked, rega Move up to Speed in Draw, sheath, pick u Prepare to ride 1 tra Stand or drop prome Move 4 × Speed in s	BLACK POWDER SIEGE WEAPONS CC rget ward 1 opponent; opposed. arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp cs to render target <i>held</i> , both t= triple subdual damage new Motive to force opponen ve to inflict 1d6 stress damage to inflict 1d6 subdual damage batics to render target <i>spraw</i> nly) +1 with Standard Attack 0 + target base attack bonus; round; max (10 + 1nit bonus e Motive to reduce opponent ater during this round in 1 action die's result in vita n any direction up, or manipulate 1 object ined animal or vehicle	Athletics check to push tar or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulner</i> t in Close Quarters to atta ge to opponent in Close Qu e to adjacent opponent <i>led</i> ; ); success = dodge bonus to ) times is initiative by 2d6 for this lity or 2 wounds	get 1 square + save vs. death <i>able</i> and may :k you with ne arters : Defense equa round only	1 additional sq (Fort DC 10 + make additiona ext action	RESISTANCE: uare per 4 over of Damage) I Athletics (Str) cl	pponent result; targe	UI t becomes <i>sprawl</i>	PGRADES	WGT

	COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, AND	OTHER OPTIONS
NAME Natural attack	Bite II (atk +4, dmg 1d8, threat 17-20)	Ambush Basics	Feat (p95)
	Tail Slap II (+4, 1d8, 19-20, Reach +1)	Ambush Mast	Feat (p95)
Evasion I	no damage on successful "save for half"	Ambush Supr	Feat (p95)
		Knife Basics	Feat (p89)



	CARRYING CAP	ACITY				REF	UTATION AND	RENOWN	~	
LIGHT LOAD to 10	HEAVY LOAD (-2 DE	F/PHYSICAL, 1	/2 SPEED) 10	1-300	LEGEND	REPU	JTATION	REN	OWN	
OVERLOADED (-5 DEF/P	HYSICAL, CAN'T MOVE)	301+			HEROIC RENOW	N N	TITLE			
LIFT (2 × HEAVY LOAD, 1			Ger		MILITARY RENOV	WN	TITLE			
PUSH/DRAG (5 × HEAVY	LOAD, 1/4 SPEED)	00	0	D	NOBLE RENOWN		TITLE			
				G	EAR					
NAME Backpack	EFFECT Extra carrying	sz/hand <b>S/-</b>	CONST soft 2	weight 5	NAME	EFFECT		SZ/HAND	CONST	WEIGHT
Waterskin	2 quarts	 T/1	soft 1	6						
50' silk rope	750 lb capacity	S/2	soft 2	5						
Large sack	25 lb max	 S/1	soft 1	1	·					
Blanket	Cold Resist 4	<u> </u>	soft 1	5						
Thieves' tools	for Disarm chks	 D/2	hard 1	1						
Tinderbox	fire in 1 round	D/2	hard 1	.5	· · · · · · · · · · · · · · · · · · ·					
Grapple hook	+2 climb w/rope	T/1	hard 2	4						
Pouch	holds 50 coins	D/-	soft 1	-						
Dice	+2 Relax	D/1	hard 1	1	Total En	с.				32
				MC	UNT				~~~	
NAME		SIZE (FOOT	DINIT)/DEACH	~~~		CDEED		TDA	VEL	
SKILLS			INIT				KL3	<u> </u>		
QUALITIES										
ATTACKS										
				VEI					~	
				~~~	HICLE			-		
NAME		SPEED	TR	AVEL	SIZE/I	DEF	OCC/LOAD		CONST	
QUALITIES										
	CONTACT	1					CONTACT	2	-	
NAME	TRUST	SIZE/REAC	H SPE	ED	NAME		TRUST	SIZE/REACH	SPEE	D
ATTRIBUTES					ATTRIBUTES				REP COST	
	DEF RES						RES	HEALTH		
SKILLS										
QUALITIES					QUALITIES					
ATTACKS					ATTACKS					
GEAR					GEAR					
	HOLDING	1	~				HOLDING	2	~~~	
NAME									()())	
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# 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



Spd 30 ft. ground; Init +4; Atk +5 (melee and unarmed), +3 (hurled and ranged); Def 14; Res +2 (Reflex), +2 (Fortitude), +2 (Will); Health (Damage save) +2; Comp +1; Skills: Intimidate +9, Ride +7, Survival +8, Tactics +7; 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+4 lethal; threat 19–20; qualities: *Keen 4, reach +1*), short sword (dmg 1d8+4 lethal; threat 19–20; qualities: *Keen 4*)

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



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ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Tire Tire Tirip * Ititiative Actions Aim Anticipate Delay Distract Ready	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +5 +1 +5 +1 +5 +1 +7 +9	ED PRC	EFFECT  I attack against 1 Move up to Speece (Helpless adjacent Standard Attack v Prestidigitation vs Athletics vs. Athl Unarmed attack: Sense Motive vs. Intimidate vs. Resolve vs. Resolve vs. Resolve vs. Resolve Acrobatics vs. Actobatics vs. Athl Unarmed attack: Sense Motive (DC -1 Initiative for tt Bluff (Dex) vs. Sef 1 half action taket If not attacked, ref	BOWS BLACK POWDEI SIEGE WEAPON target d toward 1 opponent; oppor t target only) hit = unconsci s. Standard Attack to disar s. Notice to render ataget <i>held</i> , hit = triple subdual damage Sense Motive to force oppo solve to inflict 1d6 subdual dar robatics to render target <i>sp</i> . t only) +1 with Standard At C 10 + target base attack bo his round; max (10 + 1nit be nise Motive to reduce oppor n later during this round 'gain 1 action die's result in	RS ARNOR COMBAT ACTIONS COMBAT ACTIONS sed Athletics check to push targ ious or automatic critical hit + s m 1 target in Close Quarters : opponent <i>flat-footed</i> ooth characters become <i>vulnera</i> : opponent <i>flat-footed</i> ooth characters become <i>vulnera</i> : anent in Close Quarters to attac mage to adjacent opponent <i>rawled</i> tack nus); success = dodge bonus to sonus) times nent's Initiative by 2d6 for this r	tet 1 square + ave vs. death <i>ible</i> and may k you with ne arters	TYPE 1 additional squ (Fort DC 10 + E make additional ext action	DR Edged 3 RESISTANCES are per 4 over oppo pamage) Athletics (Str) check	ARMOR -2 DP	-1 ACP heav Ur	speed y fitting ogrades	-
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threen Tirre Tirre Tirre Tirre Aim Anticipate Delay Distract Ready Refresh Movement Actions	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE <u>+5</u> <u>+1</u> <u>+1</u> <u>+7</u> <u>+9</u> <u>+1</u>	PRC ED TIME half full half full half full half half half half half half half ha	EFFECT  I attack against 1 Move up to Speed (Helpless adjacent Standard Attack v Prestidigitation v Archaltics vs. Acta Sense Motive vs. I Intimidate vs. Resolv Acrobatics vs. Acta (Unmoving target Sense Motive (DC -1 Initiative for t Bluff (Dcx) vs. See I half action taket I not attacked, re Move up to Speed	BOWS BLACK POWDEI SIEGE WEAPON target d toward 1 opponent; oppor t target only) hit = unconsci s. Standard Attack to disar s. Notice to render ataget <i>held</i> , hit = triple subdual damage Sense Motive to force oppo solve to inflict 1d6 subdual dar robatics to render target <i>sp</i> . t only) +1 with Standard At C 10 + target base attack bo his round; max (10 + 1nit be nise Motive to reduce oppor n later during this round 'gain 1 action die's result in	RS COMBAT ACTIONS Sed Athletics check to push targe ious or automatic critical hit + s ious or automatic critical hit + s in 1 target in Close Quarters is opponent <i>flat-footed</i> south characters become vulnerae in close Quarters to attace mage to opponent in Close Quarters in ange to adjacent opponent rawled tack nus); success = dodge bonus to suns) times nent's Initiative by 2d6 for this r vitality or 2 wounds	tet 1 square + ave vs. death <i>ible</i> and may k you with ne arters	TYPE 1 additional squ (Fort DC 10 + E make additional ext action	DR Edged 3 RESISTANCES are per 4 over oppo pamage) Athletics (Str) check	ARMOR -2 DP	-1 ACP heav Ur	speed y fitting ogrades	-
Actions Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +5 +1 +5 +1 +7 +9 +1 +1 +7 +9 +1	PRC ED	DFICIENT FORT	BOWS BLACK POWDEI SIEGE WEAPON target d toward 1 opponent; oppor t target only) hit = unconsci vs. Standard Attack to disar s. Notice to render target <i>held</i> ; h hit = triple subdual damage Sense Motive to force oppo solve to inflict 1d6 stress da ve to inflict 1d6 subdual dar robatics to render target <i>sp</i> ; t only) +1 with Standard At C 10 + target base attack bo his round; max (10 + 1 nit be nse Motive to reduce oppor n later during this round rgain 1 action die's result in d in any direction	RS COMBAT ACTIONS Sed Athletics check to push targe ious or automatic critical hit + s ious or automatic critical hit + s in 1 target in Close Quarters is opponent <i>flat-footed</i> south characters become vulnerae in close Quarters to attace mage to opponent in Close Quarters in ange to adjacent opponent rawled tack nus); success = dodge bonus to suns) times nent's Initiative by 2d6 for this r vitality or 2 wounds	tet 1 square + ave vs. death <i>ible</i> and may k you with ne arters	TYPE 1 additional squ (Fort DC 10 + E make additional ext action	DR Edged 3 RESISTANCES are per 4 over oppo pamage) Athletics (Str) check	ARMOR -2 DP	-1 ACP heav Ur	speed y fitting ogrades	-
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Time Trip * Atticipate Delay Distract Redresh Standard Move Handle item	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +5  +1 +1 +5  +1 +7 +7 +9 +1 +1  +1 0 ft. 0 ft. 0 ft. 0 ft.	PRC ED	DFICIENT FORT	BOWS BLACK POWDEI SIEGE WEAPON target d toward 1 opponent; oppor t target only) hit = unconsci vs. Standard Attack to disar s. Notice to render adjacent etics to render target <i>held</i> , I hit = triple subdual damage Sense Motive to force oppo solve to inflict 1d6 stress da ve to infl	RS COMBAT ACTIONS Sed Athletics check to push targe ious or automatic critical hit + s ious or automatic critical hit + s in 1 target in Close Quarters is opponent <i>flat-footed</i> south characters become vulnerae in close Quarters to attace mage to opponent in Close Quarters in ange to adjacent opponent rawled tack nus); success = dodge bonus to suns) times nent's Initiative by 2d6 for this r vitality or 2 wounds	tet 1 square + ave vs. death <i>ible</i> and may k you with ne arters	TYPE 1 additional squ (Fort DC 10 + E make additional ext action	DR Edged 3 RESISTANCES are per 4 over oppo pamage) Athletics (Str) check	ARMOR -2 DP	-1 ACP heav Ur	speed y fitting ogrades	-
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 $^{\circ}$  The larger opponent gains a +4 bonus per category of Size difference.

	COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, AND	OTHER OPTIONS
NAME Grueling	Adjacent opp. miss = 2 pts subdual	Cadre	NOTES 1/scene, share 1 feat w/teammates
Light sensitive	Entering brighter lit area = 20 pts flash		(Sharable feats marked with *)
Expert	+2 virtual Melee Combat feats	Battle plan I	Crush them!, press on! (p35)
Always ready	always act during surprise rounds		
* Surge	1/round, take extra half action (p86)	Coord. Attack	Force teammate to attack (p109)
* Armor Basics	Feat (p85)	* Wolf Pack	Basics (get +4 instead of +2 w/flanking)



	CARRYING CAP	ACITY				REPUTATION AND	RENOWN		
LIGHT LOAD 100	) HEAVY LOAD (-2 DEF	PHYSICAL,	1/2 SPEED) 10	1-300	LEGEND	REPUTATION	RI	ENOWN	
OVERLOADED (-5 DEF/I	PHYSICAL, CAN'T MOVE)	301+	11 Jan			TITLE			
LIFT (2 × HEAVY LOAD,	1/4 SPEED) 600		(A)		MILITARY RENOWN	TITLE			
PUSH/DRAG (5 × HEAVY	LOAD, 1/4 SPEED) 150	0		D	NOBLE RENOWN	TITLE			
				C1	AR			~~	
NAME	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT	SZ/HAND	CONST	WEIGHT
Saddlebag	Extra carrying	M/-	Soft 2	10	Pouch	holds 50 coins	D/-	Soft 1	-
Flag	+2 Imp/Intim	M/2	Soft 2	12	Pipe	+2 Concentrate	D/1	Hard 1	.1
Axe, hand	improv hatchet	T/2	Hard 2	5	Whistle	hear 1m or 500'	D/1	Hard 1	.5
Bedroll	Cold Resist 4	S/-	Soft 1	5					
Waterskin	2 quarts	T/1	Soft 1	6					
Tinderbox	fire in 1 round	D/2	Hard 1	.5					
Fishing pole	+2 Forage (fish)	S/1	Hard 1	4					
Tent	Heat/cold res 4	L/-	Soft 2	15					
100' hmp rope	1000 lb capacity	S/2	Soft 2	20	Total Enc				79
Rations (14)	feed for day	T/2	Hard 1	10	Mule Enc	(left column)			77
				мо	UNT				
Hambong	(Mulo) (at TL 2)					20 ft. grou	Ind		5
61	e (Mule) (at TL 3)							RAVEL	-
ATTRIBUTES	5, D10, C12, I6, V		IIII	+Z	ATK +1 DEF		HEALTH	+Z COMP	
SKILLS					s +7, Notice +				
QUALITIES		unig reu		· · · · · · · · · · · · · · · · · · ·	·	y, superior traveler 2			
ATTACKS				k i (uniç	g 1d8+2, threat	. 20)			
				VEH	IICLE				
NAME		SPEED	TR	AVEL	SIZE/DEF	OCC/LOAD _		CONST	
QUALITIES			IR						
								~~~	
	CONTACT 1					CONTACT :	2		
NAME	TRUST								
ATTRIBUTES		_ SIZE/REAC	CH SPE	ED	NAME	TRUST	_ SIZE/REAC	H SPE	ed
		_ SIZE/REAC		ЕD Г	NAME	TRUST	_ SIZE/REAC	H SPE	
INIT ATK			REP COST	г	ATTRIBUTES	TRUST DEF RES		REP COST	Г
	DEF RES	HEALTH	REP COST	Г Р	ATTRIBUTES INIT ATK		HEALTH	REP COST	Г
SKILLS	DEF RES	HEALTH	REP COST	Г Р	ATTRIBUTES INIT ATK SKILLS	DEF RES	HEALTH	REP COST	Г
SKILLS	DEF RES	HEALTH	REP COST	Г Р	ATTRIBUTES INIT ATK SKILLS	DEF RES	HEALTH	REP COST	Г
SKILLSQUALITIES	DEF RES	HEALTH	REP COST	Г Р	ATTRIBUTES INIT ATK SKILLS QUALITIES	DEF RES	HEALTH	REP COST	Г
SKILLSQUALITIESATTACKS	DEF RES	HEALTH	REP COST	Г Р	ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS	DEF RES	HEALTH	REP COST	Г
SKILLSQUALITIESATTACKS	DEF RES	HEALTH	REP COST	Г Р	ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS	DEF RES	HEALTH	REP COST	Г
SKILLSQUALITIES ATTACKS GEAR	DEF RES	HEALTH	REP COST	Г Р 	ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS GEAR	DEF RES	HEALTH	REP COST	r 2 
SKILLS QUALITIES ATTACKS GEAR NAME	DEF RES	HEALTH	REP COST	Г Р 	ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS GEAR	DEF RES HOLDING 2	HEALTH	REP COST	r 2 
SKILLS QUALITIES ATTACKS GEAR NAME	DEF RES HOLDING 1	HEALTH	REP COST	Г Р 	ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS GEAR NAME UPGRADES	DEF RES HOLDING 2	HEALTH	REP COST	
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SKILLS QUALITIES ATTACKS GEAR NAME	DEF RES HOLDING 1	HEALTH	REP COST	Г Р Х	ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS GEAR GEAR NAME UPGRADES ITEMS	DEF RES HOLDING 2	HEALTH	REP COST	
SKILLS QUALITIES ATTACKS GEAR NAME UPGRADES	DEF RES HOLDING 1	HEALTH	REP COST	Г Р Х	ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS GEAR GEAR NAME UPGRADES ITEMS	DEF RES HOLDING 2	HEALTH	REP COST	
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SKILLS QUALITIES ATTACKS GEAR NAME UPGRADES	DEF RES HOLDING 1	HEALTH	REP COST	Г Р Х	ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS GEAR GEAR NAME UPGRADES ITEMS	DEF RES HOLDING 2	HEALTH	REP COST	
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SKILLS QUALITIES ATTACKS GEAR NAME UPGRADES	DEF RES HOLDING 1	HEALTH	REP COST	Г Р Х	ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS GEAR GEAR NAME UPGRADES ITEMS	DEF RES HOLDING 2	HEALTH	REP COST	





### PHILEMON RENN – HUMAN COURTIER

**Age:** 36 **Height:** 5 ft. 9 in. **Weight:** 132 lbs.

#### **Distinguishing Characteristics**

Sumptuous robes; copious jewelry; cunning expression

#### Background

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

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



Philemon R		Charisn	natic	SPECIALITY	Swin	ndler	A					T
FIRST CLASS/LEVEL		ECOND CLASS/LEVEL		THIRD CLAS			$\mathcal{T}($					Į
Fantasy Craft		ECOND CLASS/LEVEL		THIRD CLAS	SS/LEVEL						/	
PLAYER NAME Male		CURRENT XP		NEXT LEVEL	L		ACT	ION DIC	E	3		d4
GENDER AG	E H	IEIGHT	WEIGHT	EYES		HAIR	AUT			STARTING DI	CE I	DIE TYPE
PHYSIC	CAL ATTRIBUTE	s 🔶	M	IENTAL AT	FRIBUTE	ŝ			6	2		
ATTRIBUTE NAME SCORE	MODIFIER SC	AIRED IMPAIRED ORE MODIFIER	ATTRIBUTE NAME S	CORE MODIFII	ER S	IPAIRED IMPAIRED SCORE MODIFIER						
<b>STR</b> <u>12</u>	+1			12 +1	-   -			6		<b>]</b>	)	
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CON <u>12</u>	_+1		CHA –	16 +3	-  _				T A			
CONSTITUTION			CHARISMA	SKI	ILLS						MAX RANKS	
ORIGIN SKILL SKILL NAME	SUGGESTED S ATTRIBUTES B	SKILL AT	TTRIBUTE MISC. MOD. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
■ ACROBATICS	DEX _	= +	+			MEDICINE	INT	=	: ·	+ +	+	
□ ATHLETICS	STR	= + .	+			NOTICE	WIS	_+5 _		+	+	
BLEND	CHA	= + .	+		ID I	PRESTIDIGITATION	N DEX	+5 =	4	+	+	
BLUFF	CHA	+/ = _4 +	3 +			RESOLVE	CON	+4 =	3	+	+	
CRAFTING *	INT _	= +	+		<b>D</b> I	RIDE *	DEX	+5 =	4	+	+	
DISGUISE	CHA	= +	+		■ S	SEARCH	INT	+5 =	· <u>4</u> ·	+	+	
HAGGLE	W15	$\frac{+4}{+6} = \frac{3}{3} + \frac{3}{3}$	<u>1</u> +	·		SENSE MOTIVE	WIS	= 	· <u>4</u> ·	+ <u> </u> + 1	+	
IMPRESS	СПА _	$\frac{+6}{+5} = \frac{-3}{4} + \frac{-3}{4}$	<u> </u>	·	■ S	SNEAK	DEX	=	4	+	+	
INTIMIDATE	w15	$\frac{+5}{+5} = \frac{4}{4} + \frac{1}{4}$	1 +	·		SURVIVAL	WIS	=	: ·	+	+	
□ INVESTIGATE		= + .	+			TACTICS	INT	=	· ·	+	+	
		OCUSES					IN	TERESTS		S	TOTAL TUDIES	2
CRAF	TING		RIDE		L	anguage: Co	mmon		Stu	dy: The	Realr	n
			ng Mounts			Language:	Elf		Stu	udy: Eti	quette	!
		Lan	d Vehicles			Language: D	warf					
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		COMPLETED				COMPLETED					CON	APLETED
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		COIN					LI	FESTYLE		LI	TOTAL FESTYLE	6
CONTRATO		0				PANACHE	5	_	PR	UDENCE	1	
COIN IN HAND					APPEAR	ANCE BONUS	+4	MONE	EY SAVED	EARNED	20	%
STAKE						INCOME	50s					
		NON COMBA	T ABILITIES:	CLASS AB	ILITIES,	FEATS, AND OTH	ER OPTIO	NS		-		
Charming	NOTES 2/session -	+5 to non-foe	NPC's die	nosition	NAME Only	the finest +	TES 2 Appea	arance	honus	for all	team	nates
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		ne, grant sav				s & favors				re, get	·	
Encourage		<u>-</u>			Gins							
Beguiling		aunt, Fixate								s or bril		• /
Practiced	Blutt (if c	heck+AD = s	till fail, reta	un AD)	Ob	ligations fr	ree 50 R	ep for	conta	cts (se	e Cont	acts)



DEFENSE	12 TOTAL =	10 +	_ + + +	_ + MISC. ARMOR	IN	TIATIVE	<u> </u>	+5 = _	4 +	 	_ + MISC.	
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					MELEE +2	= _1+	1_+_	RE	FLEX +2	<u> </u>	_ + _1	+
					RANGED +2	_ 1 +	1 +	W	/ILL +4	3	+ 1	+
CURNUAL	<b>_</b>		STRESS	0000		e			EAPONS			
3000	CURRENT H	FATIGUED	311	CURRENT SHAKEN		Stile	otto	+3	1d4+1	18	D/1	.5
		OONDITI	ONC		WEAPON 1			ATK		-	-	WGT
		CONDITI	UNS		WEAPON					finesse	9	
							iots David			ES/UPGRADES	0/0	7
						Short		ATK	1d6		S/2	7 wgt
		SIZE			WEAPON 2	20x6 🕄	<sup>E</sup> 30	ÂP	2, caval	ry, pois	onous	wor
SIZE		FOOTPRIN	IT	REACH		RNG SH	IOTS			ES/UPGRADES		
Medium	ו	1x1		1								
					WEAPON 3	ТҮР	E	ATK	DMG	THREAT	SZ/HAND	WGT
GROUND		OTHER S		AVEL SPEED		RNG SH	IOTS		QUALITI	ES/UPGRADES		
base 30 f		BASE		MPH 3	WEAPON 4	ТҮР	E	ATK	DMG	THREAT	SZ/HAND	WGT
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		PROFICIEI	NCIES					$\wedge$				
ROFICIENT FO			NCIES OFICIENT FORTE					×	ARMOR			
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	DRTE UNARM BLUNT	PRO	OFICIENT FORTE	BOWS Black Powder	INMAR	Pado	ded			X	0 SPEED	<b>6</b> WGT
	ORTE	PR(	OFICIENT FORTE	BOWS	ARMOR	Pado	ded (	Cold 5	ARMOR 0	0 ACP	SPEED	
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ACTION	DRTE UNARM D BLUNT EDGED	PRG IED D TIME	EFFECT	BOWS BLACK POWDER SIEGE WEAPONS		Pado	ded (	Cold 5	ARMOR 0	0 ACP	SPEED	
ACTION tack Actions Standard Attack	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE	PRG IED D TIME half	OFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS	IMBAT ACTIONS	Padc 0 DISGUISE	ded E (	Cold 5 RESISTANCES	ARMOR O DP	0 ACP	SPEED	
ACTION tack Actions Standard Attack Bull Rush *	DRTE UNARM BLUNT EDGED HURLEI	PRG IED D TIME	OFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS	Athletics check to push targ	et 1 square + 1 addi	e ( Ri	Cold 5 RESISTANCES	ARMOR O DP	0 ACP	SPEED	
ACTION ACTION tack Actions Standard Attack Bull Rush * Coup de Grace	DRTE UNARM UNARM BLUNT EDGED HURLEI BONUS/MOVE <u>+1</u>	PRO IED	EFFFECT 1 attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs.	BOWS BLACK POWDER SIEGE WEAPONS CC arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1	Athletics check to push targ or automatic critical hit + s target in Close Quarters	et 1 square + 1 addi	e ( Ri	Cold 5 RESISTANCES	ARMOR O DP	0 ACP	SPEED	
ACTION tack Actions standard Attack Bull Rush * Coup de Grace Jisarm *	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE	PRO IED	EFFECT I attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1	BOWS BLACK POWDER SIEGE WEAPONS Contemporation arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render adjacent opp	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent flat-footed	Padc DISGUISE et 1 square + 1 addi ave vs. death (Fort I	ded E Ri tional square p DC 10 + Dama	Cold 5 RESISTANCES	ARMOR O DP	O ACP	SPEED	
ACTION ack Actions tandard Attack Hull Rush * Coup de Grace Disarm * eint Grapple	DRTE UNARM UNARM BLUNT EDGED HURLEI BONUS/MOVE <u>+1</u>	PRO IED	COFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS CO arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render adjacent op ics to render target <i>held</i> ; both	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent flat-footed	Padc DISGUISE et 1 square + 1 addi ave vs. death (Fort I	ded E Ri tional square p DC 10 + Dama	Cold 5 RESISTANCES	ARMOR O DP	O ACP	SPEED	
ACTION ack Actions Standard Attack Jull Rush * Coup de Grace Disarm * eint Grapple Pummel	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +1 +1 +1	PRO IED	EFFECT 1 attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1 Athletics vs. Athletic Unarmed attack: hii	BOWS BLACK POWDER SIEGE WEAPONS CC arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render adjacent op ics to render arget <i>held</i> , both it = triple subdual damage	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulnera</i>	Padc TYPE DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a	E E tional square p DC 10 + Dama dditional Athl	Cold 5 RESISTANCES	ARMOR O DP	O ACP	SPEED	
ACTION tack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Coup de Grace Disarm * Grapple Pummmel Taunt	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +1 +5 +5	PRO IED	EFFECT 1 attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. Ja Athletics vs. Athleti Unarmed attack: hill Sense Motive vs. Se	BOWS BLACK POWDER SIEGE WEAPONS CC arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render adjacent op ics to render target <i>held</i> ; both ti = triple subdual damage ense Motive to force opponen	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> ti n Close Quarters to attack	Padc DISGUISE TYP DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a xyou with next actio	E E tional square p DC 10 + Dama dditional Athl	Cold 5 RESISTANCES	ARMOR O DP	O ACP	SPEED	
ACTION tack Actions tack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Cient Grapple Pummel Cant Tanut Threaten	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +1 +1 +1	PRO IED	EFFECT 1 attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1 Athletics vs. Athleti Unarmed attack: hiti Sense Motive vs. Ses Intimidate vs. Resol	BOWS BLACK POWDER SIEGE WEAPONS CC arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render adjacent op ics to render arget <i>held</i> , both it = triple subdual damage	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i. characters become <i>vulnera</i> ti n Close Quarters to attack ge to opponent in Close Qua	Padc DISGUISE TYP DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a xyou with next actio	E E tional square p DC 10 + Dama dditional Athl	Cold 5 RESISTANCES	ARMOR O DP	O ACP	SPEED	
ACTION tack Actions Standard Attack Bull Ruys h * Cool Disarm * Feint Grapple Pummel O Tanut Ihreaten Dire With the standard of the standard o	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +1 +1 +5 +5 +5 +5	PRO IED	CFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS CC arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render adjacent opp iss to render target <i>heldi</i> , both it = triple subdual damage mese Motive to force opponen lese Motive to force opponen lese Motive to force opponen lese Motive to force opponen lese Motive to force opponen	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent	Padc DISGUISE TYP DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a xyou with next actio	E E tional square p DC 10 + Dama dditional Athl	Cold 5 RESISTANCES	ARMOR O DP	O ACP	SPEED	
ACTION tack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel O Taunt Threaten Crip *	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +1 +5 +5 +4	PRO IED	CFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS COMPARIENT arget toward 1 opponent; opposed arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent op ics to render target <i>held</i> , both it = triple subdual damage nese Motive to force opponent live to inflict 1d6 stress damage to inflict 1d6 subdual damage	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent	Padc DISGUISE TYP DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a xyou with next actio	E E tional square p DC 10 + Dama dditional Athl	Cold 5 RESISTANCES	ARMOR O DP	O ACP	SPEED	
ACTION ack Actions tandard Attack Aull Rush * Coup de Grace Soup de Grac	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +1 +5 +5 +4	PRO IED	CFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS COMPARIENT arget toward 1 opponent; opposed arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent op ics to render target <i>held</i> , both it = triple subdual damage nese Motive to force opponent live to inflict 1d6 stress damage to inflict 1d6 subdual damage	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent led	Padc DISGUISE TYP DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a xyou with next actio	E E tional square p DC 10 + Dama dditional Athl	Cold 5 RESISTANCES	ARMOR O DP	O ACP	SPEED	
ACTION tack Actions Standard Attack Bull Rush * Coup de Grace Disarm	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +1 +5 +5 +4	PRO IED	CFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS CC arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render adjacent op ics to render adjacent op ics to render adjacent op ics to render target <i>held</i> , both t- triple subdual damage ense Motive to force opponen to inflict 1d6 stress damag to inflict 1d6 stress damag obatics to render target <i>spraw</i>	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ); success = dodge bonus to 1	Padc	ded E C R tional square p DC 10 + Dama dditional Athl on	Cold 5 KESISTANCES per 4 over oppon age) letics (Str) checks	ARMOR O DP	O ACP	SPEED	
ACTION tack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Pummel Taunt Threaten Taunt Threaten Trip * itiative Actions Aim Anticipate Delay	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +1 +5 +5 +4	PRO IED	CFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS CC arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render adjacent op ics to render target <i>held</i> ; boft it = triple subdual damage ense Motive to force opponen live to inflict 1d6 stress damage to inflict 1d6 subdual damage obatics to render target <i>spraw</i> only) +1 with Standard Attack 10 + target base attack bonus s round; max (10 + Init bonus	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> in characters become <i>vulnera</i> ti n Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; success = dodge bonus to b ; times	Padc DISGUISE TYPI DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a cyou with next action rters	ded E C R tional square p DC 10 + Dama dditional Athl on	Cold 5 KESISTANCES per 4 over oppon age) letics (Str) checks	ARMOR O DP	O ACP	SPEED	
Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Orapple Pummel Tirre Tirre Trip * Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coupted Coup	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +1 +5 +5 +4	PRO IED	CFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS COMPARIANCE SIEGE WEAPONS COMPARIANCE arget any of the second second arget any hit = unconscious Standard Attack to disarm 1 Notice to render target <i>held</i> , both it = triple subdual damage is to render target <i>held</i> , both it = triple subdual damage to inflict 1d6 subdual damage to inflict 1d6 subdual damage to inflict 1d6 subdual damage substics to render target <i>spraw</i> poly) +1 with Standard Attack 10 + target base attack bonus s round; max (10 + 1nit bonus se Motive to reduce opponent	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> in characters become <i>vulnera</i> ti n Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; success = dodge bonus to b ; times	Padc DISGUISE TYPI DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a cyou with next action rters	ded E C R tional square p DC 10 + Dama dditional Athl on	Cold 5 KESISTANCES per 4 over oppon age) letics (Str) checks	ARMOR O DP	O ACP	SPEED	
ACTION ack Actions Standard Attack Standard Attack Coup de Grace Disarm * Coup de Grace Disarm * Coup de Grace Disarm * Coup de Grace Disarm * Coup de Grace Disarn * Coup de Grace Dis	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +1 +5 +5 +4	PRO LED	CFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS COMPARIANCE arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render adjacent op ics to render target <i>held</i> , bot it = triple subdual damage ense Motive to force opponen lice to render target <i>held</i> , bot it = triple subdual damage obstices to render target <i>held</i> , bot it o inflict 1d6 stress damag to inflict 1d6 stress damag obstices to render target <i>spraw</i> only) +1 with Standard Attack 10 + target base attack bonus s round; max (10 + Init bonus as Motive to reduce opponent later during this round	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; success = dodge bonus to b ) times 's Initiative by 2d6 for this re	Padc DISGUISE TYPI DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a cyou with next action rters	ded E C R tional square p DC 10 + Dama dditional Athl on	Cold 5 KESISTANCES per 4 over oppon age) letics (Str) checks	ARMOR O DP	O ACP	SPEED	
Coup de Grace Disarm * Coup de Grace Disarm * Feint Grapple Pummel Aunte Threaten Tirre Trip * Coup de Crace Coup de Grace Coup	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +1 +5 +5 +4	PRO IED	CFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS COMPARIANCE SIEGE WEAPONS COMPARIANCE arget any of the second second arget any hit = unconscious Standard Attack to disarm 1 Notice to render target <i>held</i> , both it = triple subdual damage is to render target <i>held</i> , both it = triple subdual damage to inflict 1d6 subdual damage to inflict 1d6 subdual damage to inflict 1d6 subdual damage substics to render target <i>spraw</i> poly) +1 with Standard Attack 10 + target base attack bonus s round; max (10 + 1nit bonus se Motive to reduce opponent	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; success = dodge bonus to b ) times 's Initiative by 2d6 for this re	Padc DISGUISE TYPI DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a cyou with next action rters	ded E C R tional square p DC 10 + Dama dditional Athl on	Cold 5 KESISTANCES per 4 over oppon age) letics (Str) checks	ARMOR O DP	O ACP	SPEED	
ACTION tack Actions Standard Attack Standard Attack Standard Attack Coup de Grace Disarm * Coup de Grace Disarm *	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +1 +1 +5 +5 +4 +1 +1 +5 +5 +4 +1	PRO EED	CFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS COMPARIANCE arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render adjacent op ics to render target <i>held</i> , bobt it = triple subdual damage ense Motive to force opponen lice to render target <i>held</i> , bobt it = triple subdual damage obstics to render target <i>held</i> , bobt it = triple subdual damage obstics to render target <i>held</i> , bobt is to inflict 1d6 stress damag to inflict 1d6 stress damag to inflict 1d6 stress to damage obstics to render target <i>held</i> , bobt southy) +1 with Standard Attack 10 + target base attack bonus s round; max (10 + Init bonus as Motive to reduce opponent later during this round ain 1 action die's result in vita	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; success = dodge bonus to b ) times 's Initiative by 2d6 for this re	Padc DISGUISE TYPI DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a cyou with next action rters	ded E C R tional square p DC 10 + Dama dditional Athl on	Cold 5 KESISTANCES per 4 over oppon age) letics (Str) checks	ARMOR O DP	O ACP	SPEED	
Actions Standard Attack Standard Attack Standard Attack Standard Attack Standard Attack Standard Attack Standard Move Coup de Grace Standard Move Standard Move	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +1 +1 +5 +5 +4 +1 +1 	PRO EED	CFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS COMPARIANCE arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render adjacent op ics to render adjacent op ics to render target <i>held</i> , bott t = triple subdual damage ense Motive to force opponen to inflict 1d6 stress damag to inflict 1d6 subdual damag obadics to render target <i>spraw</i> only) +1 with Standard Attack 10 + target base attack bonus s round; max (10 + Init bonus ace Motive to reduce opponent later during this round ain 1 action die's result in vita in any direction	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; success = dodge bonus to b ) times 's Initiative by 2d6 for this re	Padc DISGUISE TYPI DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a cyou with next action rters	ded E C R tional square p DC 10 + Dama dditional Athl on	Cold 5 KESISTANCES per 4 over oppon age) letics (Str) checks	ARMOR O DP	O ACP	SPEED	
ACTION AACTION tack Actions Standard Attack Standard Attack Standard Attack Standard Attack Standard Attack Standard Attack Coup de Grace Disarm * Coup de Grace Disarm * Coup de Grace Coup de Grace	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE <u>+1</u> <u>+5</u> <u>+5</u> <u>+1</u> <u>+5</u> <u>+4</u> <u>+1</u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u>	PRO EED	CFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS SIEGE WEAPONS C C arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render adjacent op ics to render target <i>held</i> ; both it = triple subdual damage ense Motive to force opponent lye to inflict 1d6 stress damage to inflict 1d6 subdual damage obatics to render target <i>spraw</i> only) +1 with Standard Attack 10 + target base attack bonus s round; max (10 + Init bonus is e Motive to reduce opponent later during this round ain 1 action die's result in vita in any direction up, or manipulate 1 object	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; success = dodge bonus to b ) times 's Initiative by 2d6 for this re	Padc DISGUISE TYPI DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a cyou with next action rters	ded E C R tional square p DC 10 + Dama dditional Athl on	Cold 5 KESISTANCES per 4 over oppon age) letics (Str) checks	ARMOR O DP	O ACP	SPEED	
Competed Standard Attack Bull Rush * Coup de Grace Disarm * Grapple Pummel Grapple Grace	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE <u>+1</u> +5 +1 +5 +5 +4 +1 	PRO EED	CFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS CC arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render target <i>held</i> , both it = triple subdual damage conserved to inflict 1d6 stress damage to inflict 1d6 stress damage to inflict 1d6 subdual damage obatics to render target <i>spraw</i> only) +1 with Standard Attack 10 + target base attack bonus is round; max (10 + 1nit bonus is round; max (10 + 1nit tonus is dottice to reduce opponent later during this round ain 1 action die's result in vita in any direction up, or manipulate 1 object ained animal or vehicle	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; success = dodge bonus to b ) times 's Initiative by 2d6 for this re	Padc DISGUISE TYPI DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a cyou with next action rters	ded E C R tional square p DC 10 + Dama dditional Athl on	Cold 5 KESISTANCES per 4 over oppon age) letics (Str) checks	ARMOR O DP	O ACP	SPEED	
AcTION tack Actions Standard Attack Bull Rush ° Bull Rush ° Coup de Grace Disarm ° Coup de	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE +1 +1 +1 +5 +5 +5 +4 +1 +1 	PRO EED	OFICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS CO arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render adjacent op ics to render target <i>held</i> , bobt it = triple subdual damage ense Motive to force opponen lice to render target <i>held</i> , bobt it = triple subdual damage obstics to render target <i>held</i> , bobt it = triple subdual damage obstics to render target <i>held</i> , bobt it = triple subdual damage obstics to render target <i>held</i> , bobt is to inflict 1d6 stress damag to inflict 1d6 stress damag to inflict 1d6 stress damag obstics to render target <i>held</i> , bobt is work work to force opponent later during this round ain 1 action die's result in vita in any direction up, or manipulate 1 object ained animal or vehicle <i>e</i> , become <i>flat-footed</i>	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulnera</i> ti n Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; success = dodge bonus to le ) times 's Initiative by 2d6 for this re lity or 2 wounds	Padc DISGUISE TYPI DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a cyou with next action rters Defense equal to Wa pund only	ded E C R tional square p DC 10 + Dama dditional Athl on	Cold 5 KESISTANCES per 4 over oppon age) letics (Str) checks	ARMOR O DP	O ACP	SPEED	
	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE <u>+1</u> +5 +1 +5 +5 +4 +1 	PRO EED	CFICIENT FORTE  CFICIENT FORTE  CFICI  A attack against 1 ta Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. 1 Athletics vs. Athleti Unarmed attack: hill Sense Motive vs. Ses Intimidate vs. Resolve Acrobatics vs. Actro  (Unmoving target o Sense Motive (DC 1 -1 Initiative for this Bluff (Dex) vs. Sens 1 half action talen 1 If not attacked, rega Move up to Speed in Draw, sheath, pick to Prepare to ride 1 ta Stand or drop promo	BOWS BLACK POWDER SIEGE WEAPONS CC arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1 Notice to render target <i>held</i> , both it = triple subdual damage conserved to inflict 1d6 stress damage to inflict 1d6 stress damage to inflict 1d6 subdual damage obatics to render target <i>spraw</i> only) +1 with Standard Attack 10 + target base attack bonus is round; max (10 + 1nit bonus is round; max (10 + 1nit tonus is dottice to reduce opponent later during this round ain 1 action die's result in vita in any direction up, or manipulate 1 object ained animal or vehicle	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> in characters become <i>vulnera</i> tin Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; success = dodge bonus to l ) times ; s Initiative by 2d6 for this re lity or 2 wounds	Padc DISGUISE TYPI DISGUISE et 1 square + 1 addi ave vs. death (Fort I ble and may make a cyou with next action rters Defense equal to Wa pund only	ded E C R tional square p DC 10 + Dama dditional Athl on	Cold 5 KESISTANCES per 4 over oppon age) letics (Str) checks	ARMOR O DP	O ACP	SPEED	

	COMBAT ABILITIES: CLASS ABILITIE	S, FEATS, TRICKS	, AND OTHER OPTIONS	
Misdir Basics	Feat (p96)	NAME	NOTES	
Mobility Basics	Feat (p96)			



	CARRYING CAP	ACITY				REPU	TATION AND	RENOWN		
LIGHT LOAD	70 HEAVY LOAD (-2 DEF	PHYSICAL,	1/2 SPEED) 7	'1-210	LEGEND	REPUTA	ATION	REN	IOWN	
OVERLOADED (-5 DEI	F/PHYSICAL, CAN'T MOVE)	211+			HEROIC RENOWN _	т	TITLE			
LIFT (2 × HEAVY LOAI		0	Gere		MILITARY RENOWN	r r	TITLE			
PUSH/DRAG (5 × HEAV	VY LOAD, 1/4 SPEED)105	0		$\mathcal{Q}_{\mathbf{c}}$	NOBLE RENOWN	Т	TITLE			
				G	EAR					
NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT		SZ/HAND	CONST	WEIGHT
Purse Booze (3)	holds 200 coins -1 shaken cond.	 	Soft 1 Brittle 1	2						
B0028 (3)			Diffier	Z						
						,				
					. <u></u>					
					Total Enc					15.5
				MO	UNT					
NAME		SIZE (FOOT	(PRINT)/REACH	H (	)/	SPEED		TRA	AVEL .	
SKILLS										
QUALITIES										
ATTACKS										
				VEH	IICLE					
NAME		SPEED	т	RAVEL	SIZE/DEF	:	OCC/LOAD		CONST	
QUALITIES										
	CONTACT 1		~				CONTACT 2			
Sobastic	CONTACT 1		 M/1	30'			CONTACT 2			
	D Ladron TRUST As 0, D12, C10, I10, W									
	$\frac{ \mathbf{I} }{ \mathbf{I}  } _{\text{DEF}} \underbrace{ \mathbf{I}  }_{\text{RES}} \underbrace{ \mathbf{I}  }_{\text{RES}}$				ATTRIBUTES					
SKILLS	Bluff IX, Impress V,	Sense	Motive V	4P	SKILLS					P
JKILLJ	active I, CA (Asn: co			did it!)	QUALITIES					
-	p (dmg 1d6s, threat	19, qua	lities: fine	sse)	ATTACKS					
	oach, booze (1), kn	ockout p	ooison (3)		GEAR					
	HOLDING 1		~				HOLDING 2			
	SCALE								/ MAX	X
UPGRADES										
			REP. COST	r					REP. COST	
				MAGIO	ITEMS					
NAME	ITEM LV	L ESSEN	CES			CHARMS				REP COST





### 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.



		Dwa es/talent	arf		PECIALITY	dvent	urer	5					TM
Explorer 3	}							$\gamma p($				YU(	l 7 l
FIRST CLASS/LEVEL		ND CLASS/LEVEL		TI	HIRD CLASS/I	LEVEL					_		
PLAYER NAME		ENT XP		N	EXT LEVEL			-		F			
Male	<u></u>							ACT	ION DIG		2 (4)	ICE I	d4
GENDER AGE	L ATTRIBUTES	IT	WEIGHT		AL ATTR		HAIR		·				
ATTRIBUTE	IMPAIRED	) IMPAIRED	ATTRIBUTE			IMPAI	RED IMPAIRED			1 miles		M	
NAME SCORE M	+1	MODIFIER	NAME	score 12	MODIFIER	SCO	RE MODIFIER				)  }  }	1903	
STR	<u></u>		INTELLIGENCE	12	+1					63	B		
DEX 9	-1		WISDOM	14	+2	_						Ň	
<b>CON</b> <u>17</u> -	+3		CHA	10	+0					MUU		9	
CONSTITUTION			CHARISMA		SKIL	LS						MAX RANKS	
ORIGIN SKILL SKILL NAME	SUGGESTED SKILL ATTRIBUTES BONU:	S RANKS	ATTRIBUTE MIS MOD. MO	SC. T DD. F	THREAT	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.		THREAT RANGE
■ ACROBATICS			1 +				DICINE	INT	:	=	+	+	
□ ATHLETICS	STR +4		1 +			NC	TICE	WIS	+10	8	+ _2_	+	
BLEND	сна _+3	3 +	0 +			D PR	ESTIDIGITAT	ION DEX	+5	6_	+1_	+	
■ BLUFF	CHA	_ = +	+			□ RE	SOLVE	CON	+5	2	+ _3_	+	
CRAFTING *	INT	_ = +	+			□ RII	DE *	DEX	+0	_ 1	+1_	+	
DISGUISE	CHA	_ = +				□ SEA	ARCH	INT	+5	4	+	+	
HAGGLE	wis +5	_ = <u>3</u> +	+			SEI	NSE MOTIVE	WIS	:	=	+	+	
IMPRESS	CHA	_ = +	+			■ SN	EAK	DEX			+	+	
INTIMIDATE	WIS	_ = +	+			□ SU	RVIVAL	WIS	+5	3	+	+	
□ INVESTIGATE	WIS +5	_ = <u>3</u> +	2 +			□ TA	CTICS	INT	:	=	+	+	
	FOCL	JSES						IN	TEREST	S		TOTAL STUDIES	3
CRAFTI	NG		RIDE			L	.anguage:	Dwarf		Stud	ly: Dwa	arf Lan	ds
		Lai	nd Vehicle	es			nguage: (				dy: The		
										Stuc	y: Arc	hitectu	re
					SUBPL	OTS							
	•	COMPLETED					COMPLETE	ED					APLETED
	•	COMPLETED					COMPLETE	ED					MPLETED
	CO	IN						L	FESTYL	E	L	TOTAL IFESTYLE	2
CONTRACTO		12s					PANACHE	1		PR	RUDENCE	1	
COIN IN HAND						APPEARAN	ICE BONUS	0	MON	EY SAVED	/EARNED	20	) %
STAKE							INCOME	10s					
		NON COMB	AT ABILITIE	S: CLĂ	SS ABIL	ITIES, F	EATS, AND O	THER OPTIO	INS				
NAME IN Banned action	NOTES No Kick tri				N	NAME		NOTES		ara the	e Gyps	y (p38	)
Enlightened		Notic	e			Tomb	raider	Flawle	ess Ath	letics/	Search	n (DC 2	23)
Low-light vision	Ignore eff	ects of di	m and fair	nt ligh	nt -	Book	worm I				ecks ir		
							ture luck	Roll tre					
							unate	Start play					
						1 011		Juirpia	, w/2 D			caay a	5000



	11	2	-1			TWE	+1	2	-1	
DEFENSE	TOTAL	10 + CLASS BONUS	+ + DEX SIZE MOD. MOD.	H ARMOR MOD. MOD.	INI	TIATIVE	TOTAL =	CLASS BONUS	DEX MISC MOD. MOD	
VITALITY	36 TOTAL	CURRENT	WOUNDS	17 TOTAL CURRENT	ВА	SE ATTACKS BASE ATTRIBUTE	MISC.	SAVE	ING THROWS	TE MISC.
	·	ITICAL IN	HIDIES	IOIAL CORRENT	UNARMED +3	$= \underbrace{\frac{2}{2}}_{\text{ATTACK}} + \underbrace{\frac{1}{2}}_{\text{MOD.}} + \underbrace{\frac{1}{2}}_{\text{MOD.}}$	MOD.	TYPE TOTA		_ +
	GR	IIIGAL IN	JURIES		melee +3	_ 2 + 1 +	RE	FLEX +4	<sub>=</sub> 2 <sub>+</sub> -1	+ 3
					RANGED +1	= 2 <sub>+</sub> -1 <sub>+</sub>		WILL +3	_ <u>1</u> + 2	+
SUBDUAL			STRESS	0000		e(		EAPONS		
3000	CURRENT F.	ATIGUED	JIII	CURRENT SHAKEN		Battle Axe	+4	1d10+1	19 S/2	12
		CONDITIO	201		WEAPON 1	ТҮРЕ	ATK		2, trip	
		UUNDIIIU			WEAT				z, IIIp	
						Long Knife	+4	1d6+1	19 T/1	3
		CIZE			in a N 2	TYPE	ATK	DMG	THREAT SZ/HAND	
		SIZE			WEAPON 2				e, keen 4	
SIZE		FOOTPRINT		REACH		RNG SHOTS		QUALITIE	S/UPGRADES	
Medium	1	1x1		1		ТҮРЕ	ATK	DMG	THREAT SZ/HAND	WGT
					WEAPON 3	THL	AIR	DMG	TIREAT SETTING	wdi
GROUND	SPEED	OTHER S	PEED TR	AVÈL SPEED		RNG SHOTS		QUALITIE	S/UPGRADES	
BASE		BASE		MPH						
20 f	ι.			2	WEAPON 4	TYPE	ATK	DMG	THREAT SZ/HAND	WGT
-						RNG SHOTS		QUALITIE	S/UPGRADES	
		PROFICIEN	CIES						( URE	
PROFICIENT FO			FICIENT FORTE					ARMOR		
-	<ul><li>UNARM</li><li>BLUNT</li></ul>	ED		BOWS Black powder		Thick Hide	3			
-	EDGED		0 0	SIEGE WEAPONS	ARMOR	TYPE	DR	DP	ACP SPEED natural	WGT
	HURLED	)			Am	DISGUISE	RESISTANCES		UPGRADES	
				G	OMBAT ACTIONS					
ACTION	BONUS/MOVE	TIME	EFFECT							
Attack Actions	DOMO3/ MOVE	TIME	EFFEGI							
Standard Attack	+4	half full	1 attack against 1 ta		Add 25 1 1 4 1 4 1 4 1	· · · · · · · · · · · · · · · · · · ·				
Bull Rush * Coup de Grace		full				t 1 square + 1 additional squar ve vs. death (Fort DC 10 + Dar		ient result; target l	becomes sprawled	
Disarm *		half	,	Standard Attack to disarm 1						
Feint	+5	half	Prestidigitation vs. 1	Notice to render adjacent op	ponent flat-footed					
Grapple	+4	full	Athletics vs. Athleti	es to render target <i>held</i> ; both	h characters become vulneral	le and may make additional A	thletics (Str) check	s to gain Grapple l	benefits	
Pummel		full		= triple subdual damage						
Taunt Threaten	+2 +2	half			nt in Close Quarters to attack					
Tire	+5	half half		o inflict 1d6 subdual damag	ge to opponent in Close Quar re to adjacent opponent	ters				
Trip *	+3	half		patics to render target spraw						
Initiative Actions										
Aim		half	(Unmoving target o	nly) +1 with Standard Attac	k					
Anticipate		half				efense equal to Wis mod (min	n. +1) for 1 full rour	nd		
Delay		free	-1 Initiative for this	round; max (10 + Init bonu	s) times					
Distract		half			t's Initiative by 2d6 for this ro	und only				
Ready		full		ter during this round	liter on Domain 1					
Refresh		1 round	ii not attacked, rega	in 1 action die's result in vita	ancy or 2 wounds					
Movement Actions	20			1						
Standard Move Handle item	ft. 0 ft.	half half	Move up to Speed in Draw sheath pick y	any direction p, or manipulate 1 object						
Handle item Mount/Dismount	0 ft. 0 ft.	full		p, or manipulate 1 object ined animal or vehicle						
Reposition	0 ft.	half	Stand or drop prone							
Run	60ft.	full			ll armor); become flat-footed					
Total Defense	<b>20</b> _ ft.	full		dodge bonus to Def for 1 f						
* The larger opponent	gains a +4 bonus per	r category of Size	e difference.							

	COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, AND	OTHER OPTIONS
Imp. stability	Size L for carrying capacity, and for	Lightning Ref	Roll twice for Init, keep result you prefer
	Trampling + resist Bull Rush/Trip	Quick Draw	2/round, Handle Item as a free action
	when standing firmly on the ground		
Iron gut	+3 to saves vs. disease/poison		
Thick hide	DR 3 when unarmored		



	CARRYING CAP					REPUTATION AND	RENOWN		
LIGHT LOAD to 14	•O HEAVY LOAD (-2 DEF	/PHYSICAL,	1/2 SPEED) 14	1-420	LEGEND	REPUTATION	R	ENOWN	
OVERLOADED (-5 DEF/P	HYSICAL, CAN'T MOVE)	421+	15-		HEROIC RENOWN	TITLE			
LIFT (2 × HEAVY LOAD, 1	/		( Contraction of the second		MILITARY RENOWN	TITLE			
PUSH/DRAG (5 × HEAVY	LOAD, 1/4 SPEED) 210	0		D	NOBLE RENOWN	TITLE			
				GE	AR			~~~	
NAME Backpack	EFFECT Extra carrying	sz/hand <b>S/-</b>	CONST Soft 2	weight 5	NAME Pouch x5	EFFECT holds 50 coins	sz/hand <b>D/-</b>	CONST Soft 1	WEIGHT
Bedroll	Cold Resist 4	S/-	Soft 1	5	Magnify glass	·	T/1	Brittle 2	.5
Pipe	+2 Concentrate	D/1	Hard 1	.1	Tinderbox	fire in 1 round	D/2	Hard 1	.5
Spyglass	x2 vision incr	T/1	Hard 2	3	Thieves' tools	for Disarm chks	D/2	Hard 1	1
Map, detailed	(p158)	T/2	Brittle 1	.5	Sextant	+2 know for nav	F/1	Brittle 1	1
50' hemp rope	1000 lb capacity	S/2	Soft 2	10	"Locktongue"	see Magic Items	T/1	Solid 3	3
Grapple hook	+2 climb w/rope	T/1	Hard 2	4					
Waterskin	2 quarts	T/1	Soft 1	6					
Block/tackle	+4 Str for lifting	M/2	Hard 3	25					
Astrolabe	tells d/m/y	T/2	Hard 2	10	Total Enc				90
				ма	UNT				
							-		
						SPEED			
ATTRIBUTES			INIT	·	ATK DEF	RES I	HEALTH	COMP	
SKILLS									
QUALITIES									
ATTACKS									
				VEH	ICLE		-	-	
NAME		SPEED	TR	AVEL	SIZE/DEF	OCC/LOAD		CONST	
OUALITIES									
	CONTACT 1		~~~~			CONTACT 2		~~~	
	CONTACT 1					CONTACT 2			
					NAME	TRUST	SIZE/REAC	H SPE	ed
	D10, C10, I10, W		REF 0000		ATTRIBUTES			REP COST	·
	$I_{\text{DEF}} V_{\text{RES}} II$				INIT ATK	DEF RES	HEALTH	COMI	·
	npress V, Sense M				SKILLS				
QUALITIES	Actor), Lady Luck				QUALITIES				
	(dmg 1d6, threat				ATTACKS				
<sub>GEAR</sub> _ <b>Wagon, m</b>	age pouch; Spells	S: Locate	e Object, S	crye I	GEAR				
	HOLDING 1		~			HOLDING 2		~~	
			~ ~						
	SCALE					SCALE		S/ MAX	<
UPGRADES									
			REP. COST					REP. COST	
				MAGIC	ITEMS				
NAME		L ESSEN	CES		CH	ARMS			REP COST
The Lockto	ongue 3				······································	Spell Effect (Kn	OCK 1/SC	cene)	2
	······································								
	······································								
	······································								
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					<b>החחח</b>				





### 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/TAI	Rootwalker	SPECIALITY	Mystic	R	mtak	<b>WR</b> B	
Keeper 3	SECOND CL	ASS/LEVEL	THIRD CLASS/L	EVEL	7/Q			
Fantasy Craft I							*	
PLAYER NAME	CURRENT X	p	NEXT LEVEL		ACTIO	N DICE	3	d4
GENDER AGE	HEIGHT	WEIGHT	EYES	HAIR		3	TARTING DICE	DIE TYPE
	AL ATTRIBUTES		ENTAL ATTR		1	M .		L
		DDIFIER NAME SC	ORE MODIFIER	IMPAIRED IMPAIRED SCORE MODIFIER				¥/
STR 12	+1	INTELLIGENCE	4 +2					
DEX 12	+1		3 +1					~
CON	+0		1 +0					
			SKILL				MAX RANKS	
SKILL NAME	SUGGESTED SKILL ATTRIBUTES BONUS	ATTRIBUTE MISC. RANKS MOD. MOD.	THREAT RANGE	ORIGIN SKILL SKILL NAME	ATTRIBUTES BC	+7 = 5 +	ATTRIBUTE MISC MOD. MOE 2 +	C. THREAT D. RANGE
ACROBATICS	DEX =	= + +		MEDICINE	I/I	+ <u>-</u> = <u>-</u> + +6 _ 5 ,	<u> </u>	
<ul><li>ATHLETICS</li><li>BLEND</li></ul>	STR = =	5 <u>0</u>		<ul><li>NOTICE</li><li>PRESTIDIGITATION</li></ul>	w15	+	+	
<ul> <li>BLEND</li> <li>BLUFF</li> </ul>	CHA +5	<b>5 1 0 1 1</b>		<ul> <li>RESOLVE</li> </ul>		<u> </u>	0 +	
CRAFTING *	INT +6	4 + 2 +		□ RIDE *	DEX	= +	+	
DISGUISE	CHA =	= + +		□ SEARCH	INT +	+9 = 5 +	2 + 2	19
HAGGLE	WIS _+6 =	<u>5</u> + <u>1</u> +		SENSE MOTIVE	WIS +	12 = 11 +	+	
IMPRESS	CHA <u>+5</u> =	= <u>5</u> + <u>0</u> + <u> </u>		□ SNEAK	DEX	= +	+	
■ INTIMIDATE	WIS <u>+6</u> =	= <u>5</u> + <u>1</u> + <u></u>		SURVIVAL	WIS	= +	+	
□ INVESTIGATE	WIS <u>+8</u> =	= _5 + _1 + _2		□ TACTICS	INT	= +	+	
	FOCUSE				INTE	RESTS	TOTAL STUDIES	4
CRAFTI	NG	RIDE	-	Language: Ro	otwalker	Study: F	Rootwalker	Lands
Woodcar				Language: C			y: The Rea	
Paintin	g			Language:	Drake		udy: Arcan	
						St	udy: Natur	e
			SUBPL	DTS				
		MPLETED			)			COMPLETED
		MPLETED			)			COMPLETED
	COIN				LIFE	STYLE	TOTAL LIFESTYLI	3
		8s		PANACHE	3	PRU	JDENCE	0
COIN IN HAND			A	PPEARANCE BONUS	+1	MONEY SAVED/	EARNED	15 <u>%</u>
STAKE				INCOME	30s			
	~~~	N COMBAT ABILITIES: (	~~~					
Light sleeper	NOTES Sleeping is no	ever a terminal situ		Teacher	1/scene, sh	nare Investi	gator feat	w/team
Natural camo	+5 w/Blend	checks in forest/jur	ngle	Man of reason	Flawless	Crafting/M	edicine (D0	C 23)
Paired skills	Inves	tigate/Medicine		Trade secrets	Sense Motive max ranks 11			
Many-armed	4	arms (p103)		Bright idea	1/session,	re-roll Int, V	Vis, or Cha	check
				Investigator	+2 and three	eat 19 w/Inv	vestigate, S	Search



	14	3	1			TIVE	+2	1	1	
DEFENSE	TOTAL =	10 +	+ + DEX SIZE MOD. MOD.	+ = MOD. ARMOR MOD.	INT	TIATIVE	TOTAL =	CLASS BONUS	DEX MISC MOD. MOI	
VITALITY		CURRENT	WOUNDS	16 TOTAL CURRENT		SE ATTACKS			ING THROWS	
				TOTAL CURRENT	UNARMED +2		MOD.	TYPE TOTAL	$= 1 + 0^{\text{BASE}}$	
	CR	RITICAL IN	JURIES		MELEE +2	=+++ =1+_1+		FLEX +0	= + = +	+2
					RANGED +2	= <u>1</u> + <u>1</u> +		WILL +7	<sub>=</sub> 3 <sub>+</sub> 1	+ 3
SUBDUAL		TIGUED	STRESS	CURRENT SHAKEN		e		EAPONS «		)
	CORRENT 1	AIIGOLD		CORRENT SHRREN		Bullwhip	+2	1d8+1	20 T/1	6
		CONDITI	DNS		WEAPON 1	TYPE	inflicts	stress dm	ig, reach +2,	
						RNG SHOTS		QUALITIES/	UPGRADES	<b>·</b>
						Quarterstaff	+2	1d10+1	20 L/2	7
		SIZE			WEAPON 2	TYPE	ATK	nflicts sub	threat sz/hani	O WGT
SIZE		FOOTPRIN	T	REACH		RNG SHOTS		QUALITIES/	V	
Large		2x2		1						
					WEAPON 3	TYPE	ATK	DMG	THREAT SZ/HANI	O WGT
GROUND	SPEED	OTHER S	PEED TR	AVÊL SPEED 🧲	II LI.	RNG SHOTS		QUALITIES/	UPGRADES	
BASE		BASE		MPH						
30 1	t.			3	WEAPON 4	TYPE	ATK	DMG	THREAT SZ/HANI	O WGT
-						RNG SHOTS		QUALITIES/	UPGRADES	
		PROFICIEN	CIES				1	ARMOR (		
PROFICIENT F			DFICIENT FORTE	D O W/G				AUMUN A	3	
	<ul><li>UNARM</li><li>BLUNT</li></ul>	IED		BOWS Black powder		Thick Hide	2			
-	EDGED			SIEGE WEAPONS	ARMOR	TYPE	DR	DP	ACP SPEED Natural	WGT
	HURLEI	)			Ашт	DISGUISE RI	ESISTANCES		UPGRADES	
				C	OMBAT ACTIONS					
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT							
Standard Attack Bull Rush *	+1	half full	1 attack against 1 ta Move up to Speed to		Athletics check to push targe	t 1 square + 1 additional square p	per 4 over oppor	ent result; target be	comes sprawled	
Coup de Grace		full	(Helpless adjacent ta	rget only) hit = unconsciou	s or automatic critical hit + sa	ve vs. death (Fort DC 10 + Dama			•	
Disarm *		half		Standard Attack to disarm 1						
Feint Grapple	<u>+1</u> +1	half full		Notice to render adjacent op cs to render target <i>held</i> ; botl		le and may make additional Athl	etics (Str) check	s to gain Grapple be	nefits	
Pummel		full		= triple subdual damage		· · · · · · · · · · · · · · · · · · ·		0		
Taunt	+12	half	Sense Motive vs. Se	nse Motive to force opponer	nt in Close Quarters to attack	you with next action				
Threaten	+6	half			ge to opponent in Close Quar	ters				
Tire Trip *	+4+1	half half		to inflict 1d6 subdual damage patics to render target <i>spraw</i>						
Initiative Actions			Actobatics vs. Acto	and the second condition of the second						
Aim		half	(Unmoving target o	nly) +1 with Standard Attac	k					
Anticipate		half				efense equal to Wis mod (min. +	1) for 1 full rou	nd		
Delay		free		round; max (10 + Init bonu						
Distract		half			t's Initiative by 2d6 for this ro	and only				
Ready Refresh		full 1 round		nter during this round in 1 action die's result in vita	ality or 2 wounds					
		1100010	ii not attacked, fegd							
Movement Actions Standard Move	_ <b>30</b> _ft.	half	Move up to Speed in	any direction						
Handle item	ft.	hair half		p, or manipulate 1 object						
Mount/Dismount	0 ft.	full		ined animal or vehicle						
Reposition	0 ft.	half	Stand or drop prone							
Run	<u>120</u> ft.	full			ll armor); become <i>flat-footed</i>					
Total Defense	_ <b>30</b> _ft.	full	1 Standard Move; +-	l dodge bonus to Def for 1 f	ull round					
* The larger opponent	gains a +4 bonus pe	r category of Siz	e difference.							

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

 NAME
 NOTES
 DR 2 when unarmored
 Iron Will
 Ignore 1st fatigued/shaken grade 1/scene

 Lumbering
 flanked when 2 opponents are adjacent
 Achilles' heel
 all fire damage suffered is doubled
 —



	CARRYING CAP	ACITY	-			REP	UTATION AND	RENOWN		
LIGHT LOAD to 14	HO HEAVY LOAD (-2 DEF	PHYSICAL,	1/2 SPEED) 14	1-420	LEGEND	REPU	TATION	RE	NOWN	
OVERLOADED (-5 DEF/F	PHYSICAL, CAN'T MOVE)	421+			HEROIC RENOWN		TITLE			
LIFT (2 × HEAVY LOAD,		_	Cert		MILITARY RENOWN		TITLE			
PUSH/DRAG (5 × HEAVY	LOAD, 1/4 SPEED) 210	0		D	NOBLE RENOWN		TITLE			
				G	EAR					
NAME Backpack	EFFECT Extra carrying	sz/hand <b>M/-</b>	CONST Soft 2	weight 5	NAME Fresh food (9	EFFECT	Sickened	sz/hand	CONST Brittle 1	weight 9
Doctor's bag	for Medicine chk	 D/2	Soft 1	2		<u>) neg</u>	Olekened		Difface 1	
Carver's kit	for Craft chks	 D/2	Hard 1	3	·					
Body paint (3)	+2 Blend urban	T/2	Soft 1	.25	· · · · · · · · · · · · · · · · · · ·					
Balm (3)	x2 vitality heal	T/2	Soft 1	1	·					
Bandages (10)		T/2	Soft 1	.5	·					
Leeches (4hr)	x2 subdual heal	F/1	Brittle 1	.5						
Ointment (3)	reroll disease sv	F/1	Brittle 1	.25						
Salve (3)	x2 wound heal	T/2	Soft 1	1						
Tonic (3)	save vs poison	F/1	Brittle 1	.25	Total Enc.					36
				MO	UNT				~~~	
NAME		SIZE (EQO)				SPEED		TD	AVEL	
SKILLS			INIT				KL5	IILALIII	COMI	
ATTACKS										
				VEL	HICLE				~	
								-	-	
		SPEED	TR.	AVEL	SIZE/DEF _		_ OCC/LOAD _		_ CONST	
QUALITIES										
	CONTACT 1						CONTACT 2	2		
NAME	TRUST	_ SIZE/REAG	CH SPE	ED	NAME		TRUST	_ SIZE/REACH	H SPE	ED
ATTRIBUTES			REP COST	[	ATTRIBUTES				REP COST	·
INIT ATK	DEF RES	HEALTH	I COMI	P	INIT ATK	DEF_	RES	HEALTH	Come	
SKILLS					SKILLS					
QUALITIES					QUALITIES					
ATTACKS					ATTACKS					
GEAR					GEAR					
	HOLDING 1						HOLDING 2		~	
NAME				7	NAME		SCALE	CUESTS	()())	
UPGRADES	SCALE	GUES			UPGRADES		SCALE	GUESIS	/ MAX	·
UFGRADES			REP. COST		UFGRADES				REP. COST	
									~	
NAME		L ESSEN	TES	MAGIL	CITEMS	CHARMS		-	-	REP COST
INAML		L LSSLIN	.1.3			CHARMS				KLF C031





CASTING LEVEL	1	SPEL	POINTS	<	SPELLCA	STING BONUS	TOTA	= +	INT MISC. MOD. MOD.
SPELLS KNOWN	TOTAL	RANKS	+ WISDOM SCORE	+ MISC. MOD.	ŚA	IE DC		= 10 +	+
				SPEL	L LIST				
NAME/SCHOOL	LEVEL 0	CASTING TIME 1 half	distance <b>Close</b>	AREA bucket	duration	SAVING THROW <b>NONE</b>	PREP COST <b>NONE</b>	EFFECT create up te	o 2 gals water
Touch of Light	0	1 full	Touch	-	Instant	W neg	none	target heals 1	damage/vitality
			. <u></u>						
				······					
						<u> </u>			
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## JIRO KONAŢA – 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.



Mcsweener

Jiro Konata	Single-Minded	SPECIALITY	Cavalier	FC-M	1 A ATAN	M
Lancer 3						
FIRST CLASS/LEVEL	SECOND CLASS/LEVEL	THIRD CLASS/	LEVEL			
PLAYER NAME	CURRENT XP	NEXT LEVEL		IN DI	EF	
Male AGE		EYES		ACTION DI	STARTING DICE	<u>d4</u>
GENDER AGE PHYSICAL AT	HEIGHT WEIGHT	MENTAL ATTR		8		
ATTRIBUTE	IMPAIRED IMPAIRED ATTRIBUTE		IMPAIRED IMPAIRED	SLD	A	
NAME SCORE MODIFIE		score modifier	SCORE MODIFIER			
STR +1	- INT - INT - INTELLIGENCE	10 +0				
$\frac{14}{14} +2$	- WISDOM	11 +0				2
CON 14 +2		10 +0		KAD		15
CONSTITUTION	Спакізма	SKIL	LS		MA) RANI	is in the second
ORIGIN SKILL SUGGE: SKILL NAME ATTRIB	STED SKILL ATTRIBUTE MISC UTES BONUS RANKS MOD. MOI	C. THREAT	ORIGIN SKILL SKILL NAME	SUGGESTED SKILL ATTRIBUTES BONUS	ATTRIBUTE MIS RANKS MOD. MC	SC. THREAT
■ ACROBATICS DE	±1 2 2		MEDICINE	INT	= + +	
□ ATHLETICS STI	<b>. +4</b> = <b>.3</b> + <b>.1</b> + <b></b>		NOTICE	WIS +2	+ +	
BLEND CH.	A = + +		PRESTIDIGITATION	N DEX	= + +	
BLUFF CH.	A = + +		RESOLVE	<sub>CON</sub> <b>+6</b>	= _4 + _2 +	
CRAFTING * INT	Г = + +		■ RIDE *	DEX <b>+8</b>	= _6 + _2 +	
DISGUISE CH.	A = + +		■ SEARCH	INT <b>+1</b>	= _1 + _0 +	
■ HAGGLE WI			SENSE MOTIVE	WIS	= + +	
□ IMPRESS CH.	A $+3 = 3 + 0 +$		SNEAK	DEX	= + +	
□ INTIMIDATE WI	$s = \frac{+1}{-1} = \frac{1}{-1} + \frac{0}{-1} + \frac{0}{-1}$		□ SURVIVAL	WIS	= + +	
□ INVESTIGATE WI	S = + +		TACTICS	INT <b>+2</b>	= + +	
	FOCUSES			INTEREST	S TOTAI STUDIE	s 4
CRAFTING	RIDE		Language: Cor	mmon	Study: The Re	alm
	Diding Mount	te			Study: Horsema	
	Riaina woun	เอ				
	Riding Mount				Study: Etique	ette
					Study: Etique Study: Weapo	
					Study: Etique Study: Weapo	
		es				
	Water Vehicle				Study: Weapo	onry
		es	.0TS		Study: Weapo	
	Water Vehicle	es			Study: Weapo	onry
		es		LIFESTYL	Study: Weapo	COMPLETED
	COIN	es		LIFESTYL 2	Study: Weapo	COMPLETED
COIN IN HAND	COMPLETED	SUBPL	COMPLETED	2	Study: Weapo	COMPLETED COMPLETED
	COIN	SUBPL	COMPLETED COMPLETED PANACHE	2	Study: Weapo	COMPLETED COMPLETED
	COIN	SUBPL	COMPLETED COMPLETED PANACHE PANACHE APPEARANCE BONUS INCOME INCOME	2 +1 20s ER OPTIONS	Study: Weapo	COMPLETED COMPLETED
STAKE	COMPLETED COMPLETED COIN 14s	SUBPL	COMPLETED COMPLETED PANACHE PANACHE PANACHE INCOME INCOME INCOME INCOME NAME NO	2 +1 20s ER OPTIONS TES	Study: Weapo	COMPLETED COMPLETED COMPLETED COMPLETED
STAKE	COMPLETED COMPLETED COIN 14s NON COMBAT ABILITIES	SUBPL	COMPLETED COMPLETED PANACHE APPEARANCE BONUS INCOME INCOME INCOME Born in saddle	2 +1 20s ER OPTIONS TES Flawless Int	Study: Weapo	COMPLETED COMPLETED COMPLETED COMPLETED
STAKE	COMPLETED COMPLETED COIN 14s	SUBPL	COMPLETED COMPLETED PANACHE PANACHE PANACHE INCOME INCOME INCOME Companion Companion	2 +1 20s ER OPTIONS Tes Flawless Int Tsuyc	Study: Weapo	completed completed if 3 1 20 %
STAKE	COMPLETED COMPLETED COIN 14s	SUBPL	COMPLETED COMPLETED PANACHE PANACHE PANACHE INCOME INCOME INCOME Companion Companion	2 +1 20s ER OPTIONS Tes Flawless Int Tsuyc	Study: Weapo	completed completed if 3 1 20 %
STAKE	COMPLETED COMPLETED COIN 14s	SUBPL	COMPLETED COMPLETED PANACHE PANACHE PANACHE INCOME INCOME INCOME Companion Companion	2 +1 20s ER OPTIONS Tes Flawless Int Tsuyc	Study: Weapo	completed completed if 3 1 20 %



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VILL UNDER S CRITICAL INDURIESVILL UNDER VILL UNDER CRITICAL INDURIESCRITICAL INDURIESCRITICAL INDURIESCONDUCTOR OF THE SECONDARYCONDUCTOR OF THE SECONDARYSTRESSCONDUCTOR OF THE SECONDARYSIZE<		Iona	BONUS	MOD. MOD.	MOD. MOD.					BONUS	MOD.	MOD.	
CRITICAL INURLES	VITALITY	· ·	]	WOUNDS						A		OWŚ	
CHITCAL INUDDES CONTROL ALT ALLONGES CONTROL ALLONGES CONTRO	1111.	TOTAL O	CURRENT	1100	TOTAL CURRENT	TYPE TOTAL	ATTACK	ATTRIBUTE MOD.	MOD.	ΤΥΡΕ ΤΟΤΑ	L SAVE	MOD.	E MISC. MOD.
Note: In the set of th		CR	ITICAL IN	IJURIES		. 4	1	++ _1				T	+
SUBJURY       COURD       STRESS       CURRENT       SUBJURY       WEAPONS         CONDITIONS       CONDITIONS       Stress       Conditions       The condit conditions       The condition<							'	+ <u> </u>				T	+
COUNCY       NAME       Spear       +5       108-3       19       M22       1000         CONDUTIONS       Size       Trix						RANGED +3	= +	+ +		WILL +2	<b></b>	+	+
CONDITIONS       The control of the contr	SUBDUAL			STRESS			e			EAPONS			
UNUMURUS         SIZE         SIZE         NUT:         NUT:         SIZE         NUT:         SIZE         SIZE         NUT:         SIZE         SIZE         NUT:         SIZE											-	-	12.5 wgt
SIZE     POTRENT     REGR       Medium     1x1     1       GROUND SPEED     OTHER SPEED     TRAVE SPEED       Base     BASE     BPH       30 ft.     300 ft.       Base     BASE       BOTCHENT FORTE     FROUTENUT FORTE       PROFICIENT FORTE     PROFICIENT FORTE       Decode     -11       Base     BASE       PROFICIENT FORTE     PROFICIENT FORTE       PROFICIENT FORTE     PROFICIENT FORTE       Base     BASE MARCH       Basedad MARCH     Intra- datastra			CONDITI	ONS		WEAPONT	15x2	1	AIK	cavalry	, reach -	F1	wG1
SZE     FORMUND     FEACH     FEACH     FEACH     FEACH     FEACH     FEACH     FEACH     FEACH     COUNTS     COUNTS       Medium     1x1     1     1     1     200 ft     100 ft     200 ft     200 ft     100 ft     200 ft     200 ft     200 ft     100 ft     200 ft     200 ft     100 ft     200 ft     200 ft     200 ft     20													6
SEE     FOOTPOINT     EACH       Medium     1x1     1       CROUND SPEED     OTHER SPEED     TRAVEL SPEED       Stat     BASE     NPH       30 ft.     3       BASE     NPH       30 ft.     3       PROFICIENT FORTE     PROFICIENT FORTE       BUILDING     PROFICIENT FORTE       BUILDING     BUILDING       BUILDING <td< td=""><td></td><td></td><td>SIZE</td><td></td><td></td><td>WEAPON 2</td><td></td><td>TYPE</td><td>ATK</td><td>AP4,</td><td>cavalry</td><td>SZ/HAND</td><td>WGT</td></td<>			SIZE			WEAPON 2		TYPE	ATK	AP4,	cavalry	SZ/HAND	WGT
State       MAYE       MER       MER <t< td=""><td></td><td></td><td></td><td>IT</td><td></td><td></td><td></td><td></td><td></td><td>QUALITI</td><td>ES/UPGRADES</td><td></td><td></td></t<>				IT						QUALITI	ES/UPGRADES		
EROUND SPEED       UNAVEL SPEED       INAVEL SPEED <th< td=""><td>Medium</td><td>1</td><td>1x1</td><td></td><td>1</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></th<>	Medium	1	1x1		1								
EROUND SPEED       UNAVEL SPEED       INAVEL SPEED <th< td=""><td></td><td></td><td></td><td></td><td></td><td>WEAPON 3</td><td></td><td>TYPE</td><td>ATK</td><td>DMG A</td><td><math>P 2^{\text{THREAT}}</math></td><td>SZ/HAND</td><td>WGT</td></th<>						WEAPON 3		TYPE	ATK	DMG A	$P 2^{\text{THREAT}}$	SZ/HAND	WGT
30 ft.       30 ft.       Can any other a	GROUND	SPEED	OTHER S	SPEED TR	AVEL SPEED					QUALITI	ES/UPGRADES		
PROFICIENCIES         PROFICIENT FORTE         PROFICIENT FORTE       PROFICIENT FORTE         BLUNT       BOWS         BLUNT       BOWS         BUSK/NOVE       BLACK POWDER         BUSK/NOVE       BUSK/NOVE         BUSK/NOVE       THE       EFFECT         Standard Attack       Indit       1 attack against larget         Bull Ruh       4       Mark       Birl       I attack against larget         Bull Ruh       4       Birl       I attack against larget         Bull Ruh			BASE								-		_7
PROFICIENCIES         PROFICIENT FORTE       PROFICIENT FORTE         0       UNARMED       0       BLACK POWDER         0       BLUNT       0       BLACK POWDER         10       TYPE       PD       0       Arce avy Stittings         10       HURLED       0       Stocdard Attack       Arce avy Stittings         10       HURLED       1       Arce avy Stittings       UPGRADE         10       Arce avy Stittings <td< td=""><td>30 f</td><td>t.</td><td></td><td></td><td>3</td><td>WEAPON 4</td><td>20x6</td><td>30</td><td>ATK</td><td></td><td></td><td>SZ/HAND</td><td>WGT</td></td<>	30 f	t.			3	WEAPON 4	20x6	30	ATK			SZ/HAND	WGT
PROFICIENT       PROFICIENT       FORTE       PROFICIENT       PROFICIENT       FORTE       PROFICIENT       <	_		DALIAIL					SHOTS		QUALITI	ES/UPGRADES		
BLUNT       BLUNT       BLACK POWDER       Image: Comparison of the standard sta	PROFICIENT FO	ORTE	PRO	OFICIENT FORTE					×		$\bigtriangledown$	_	
Image: Constraint of the second se	-		LD										
DATURY     DATURY     DATURY     DATURY       INCL     DATURY </td <td>•</td> <td></td> <td></td> <td>• •</td> <td>SIEGE WEAPONS</td> <td>ARMOR</td> <td></td> <td>TYPE</td> <td>Fire 5</td> <td>DP</td> <td>heav</td> <td>y fitting</td> <td>JS wgt</td>	•			• •	SIEGE WEAPONS	ARMOR		TYPE	Fire 5	DP	heav	y fitting	JS wgt
ACTOM         BONUS/MOVE         THE         EFFET           Attack Actions	-	HURLEI	)				DISGUISE		RESISTANCES		UI	GRADES	
Attack Actions         Standard Attack					C	DMBAT ACTIONS							
Bull Rush*       44       full       More 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 w. death (Fort DC 10 + Damage)         Disarm*	Attack Actions	BONUS/MOVE											
Coup de Grace       Int       If the preside intervent on the transmission of automatic critical hit + save vs. death (Fort DC 10 + Damage)         Disarm *		+4				Athletics check to push targ	et 1 square + 1 a	additional squar	re per 4 over oppo	nent result: target	becomes sprawl	ed	
Feint       +2       half       Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i> Grapple       +4       full       Athletics vs. Athletics to render target <i>held</i> , both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits         Pummel       full       Unarmed attack: hit = triple subdual damage         Tatunt       +0       half       Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action         Threaten       +1       half       Intimidate vs. Resolve to inflict 1d6 stress damage to opponent         Tre       +6       half       Resolve vs. Resolve to inflict 1d6 stress damage to adjacent opponent         Trip *       +4       half       Resolve vs. Acrobatics													
Grapple       +4       full       Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits         Pummel						0 4							
Pummel       full       Unarmed attack: hit = triple subdul damage         Taunt       +0       half       Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action         Threaten       +1       half       Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters         Tire       +6       half       Resolve vs. Resolve to inflict 1d6 stress damage to adjacent opponent         Trip*       +4       half       Acrobatics vs. Acrobatics to render target sprawled         Initiative Actions       Attin       Sense Motive (DC 10 + target base attack honus); 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); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round         Ready       full       1 half action target 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         Mount/Dismount       off.       half       More up to Speed in any direction         Handle item       off.       half       Praw, betal, pick up, or manipulate 1 object         Mount/Dismount       off.       half       Praw, betal, pick up, or manipula							bla and may ma	ko additional A	thlatics (Str) shad	es to gain Grannla	hanafita		
Taunt       +0       half       Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action         Threaten       +1       half       Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters         Tire       +6       half       Resolve vs. Resolve to inflict 1d6 stress damage to adjacent opponent         Tirp *       +4       half       Resolve vs. Resolve to inflict 1d6 stress damage to adjacent opponent         Tirp *       +4       half       Acrobatics vs. Acrobatics to render target sprawled         Filtative Actions						i characters become vuinera	ole and may ma	ke additional A	unieucs (Str) checi	ts to gain Grappie	benefits		
Tire       +6       half       Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent         Trip *       +4       half       Acrobatics vs. Acrobatics to render target sprawled         Initiative Actions         Aim       half       (Unmoving target only) +1 with Standard Attack         Atticipate       half       Sense Motive (DC 10 + target base tack 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       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         Mount/Dismount       0 ft.       half       Disract full         Handle item       0 ft.       half       Draw, sheath, pick up, or manipulate 1 object         Mount/Dismount       0 ft.       half       Prayer to ride 1 trained animal or vehicle         Reposition       0 ft.       half       Stand or drop prone, become flat-footed		+0				it in Close Quarters to attacl	you with next a	action					
Trip*       +4       half       Acrobatics vs. Acrobatics to render target sprawled         Initiative Actions       Image: Constraint of the straint of	Threaten		half	Intimidate vs. Reso	lve to inflict 1d6 stress damag	ge to opponent in Close Qua	rters						
Initiative Actions         Aim       half       (Unmoving target only) +1 with Standard Attack         Anticipate       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       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         Moment Actions       Standard Move       30 ft.       half       Move up to Speed in any direction         Handle item       0 ft.       half       Praw, sheath, pick up, or manipulate 1 object       Mount/Dismount       0 ft.       half       Stand or drop <i>prone</i> , become <i>flat-footed</i>													
Aim       half       (Unmoving target only) +1 with Standard Attack         Anticipate       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       half       Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only         Ready       full       1 half action taken later during this round         Refresh       1 round       If not attacked, regain 1 action die's result in vitality or 2 wounds         Movement Actions       Standard Move <u>30</u> ft.       half         Standard Move <u>0 ft</u> .       half       Draw, sheath, pick up, or manipulate 1 object         Mount/Dismount       0 ft.       half       Prepare to ride 1 trained animal or vehicle         Reposition       0 ft.       half       Stand or drop prone, become flat-footed	-		half	Acrobatics vs. Acro	batics to render target spraw	led							
Anticipate       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       half       Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only         Reday       full       1 half action taken later during this round         Refresh       1 round       If not attacked, regain 1 action die's result in vitality or 2 wounds         Movement Actions       Standard Move <u>30</u> ft.       half       Move up to Speed in any direction         Handle item       0 ft.       half       Draw, sheath, pick up, or manipulate 1 object       Mount/Dismount       0 ft.       full       Prepare to ride 1 trained animal or vehicle         Reposition       0 ft.       half       Stand or drop <i>prone</i> , become <i>flat-footed</i> Stand or drop <i>prone</i> , become <i>flat-footed</i>			half	(Unmoving target (	only) +1 with Standard Attack	r							
Delay     free     -1 Initiative for this round; max (10 + Init bonus) times       Distract     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       Moveenent 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.     half     Stand or drop prone, become flat-footed							Defense equal to	o Wis mod (mir	1. +1) for 1 full rou	nd			
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       Morement 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							1		,				
Refresh     1 round     If not attacked, regain 1 action die's result in vitality or 2 wounds       Movement Actions       Standard Move     30 ft.     half     Move up to Speed in any direction       Handle item     0 ft.     half     Draw, sheath, pick up, or manipulate 1 object       Mount/Dismount     0 ft.     full     Prepare to ride 1 trained animal or vehicle       Reposition     0 ft.     half     Stand or drop <i>prone</i> , become <i>flat-footed</i>						t's Initiative by 2d6 for this r	ound only						
Movement Actions         Standard Move       30 ft.       half       Move up to Speed in any direction         Handle item       0 ft.       half       Draw, sheath, pick up, or manipulate 1 object         Mount/Dismount       0 ft.       full       Prepare to ride 1 trained animal or vehicle         Reposition       0 ft.       half       Stand or drop <i>prone</i> , become <i>flat-footed</i>						liter on 2 more 1							
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			1 round	II not attacked, reg	ani 1 action die's result in vita	uity or 2 wounds							
Handle item     0 ft.     half     Draw, sheath, pick up, or manipulate 1 object       Mount/Dismount     0 ft.     full     Prepare to ride 1 trained animal or vehicle       Reposition     0 ft.     half     Stand or drop <i>prone</i> , become <i>flat-footed</i>		30	1.10		11								
Mount/Dismount         0 ft.         full         Prepare to ride 1 trained animal or vehicle           Reposition         0 ft.         half         Stand or drop <i>prone</i> , become <i>flat-footed</i>													
Reposition 0 ft. half Stand or drop prone, become flat-footed													
				-									
Run     120     ft.     full     Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>		_120 ft.				ll armor); become <i>flat-footed</i>							
Total Defense 30 ft. full 1 Standard Move; +4 dodge bonus to Def for 1 full round	Total Defense	_30_ft.	full										

 $^{\circ}$  The larger opponent gains a +4 bonus per category of Size difference.

	COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, AND	OTHER OPTIONS
NAME	NOTES	NAME	NOTES
Crunch!	Str-based dmg rolls inflict +2 dmg	Spear Basics	Feat (p90)
Attrition	Tire 1-3 opponents w/1 roll (they roll sep)	Spear Mast	Feat (p90)
Relentless atk	If miss last atk, +2 vs. same opp (p222)	Spear Supr	Feat (p90)
Triumph swing	Trick vs. Special Characters (p222)	Armor Basics	Feat (p85 - already factored above)



	CARRYING CAPA	ACITY	~			REPUTATION AND	RENOWN		
LIGHT LOAD to 8	0 HEAVY LOAD (-2 DEF	PHYSICAL	1/2 SPEED) 81	1-240	LECEND	REPUTATION	DI		
	PHYSICAL, CAN'T MOVE)	241+				KEPUTATION			
LIFT (2 × HEAVY LOAD, 2	490		-		MILITARY RENOWN				
PUSH/DRAG (5 × HEAVY	120	0		5					
PUSH/DRAG (5 × HEAV I	LOAD, 1/4 SPEED)		~~@}	Ka/	NOBLE RENOWN	TITLE			
					AR				
NAME Saddlebags	EFFECT Extra carrying	sz/hand <b>M/-</b>	CONST Soft 2	weight 10	Pouch	EFFECT holds 50 coins	sz/hand <b>D/-</b>	CONST Soft 1	WEIGHT
Bedroll	Cold Resist 4	S/-	Soft 1	5	Magnet	holds 2 lbs	T/1	Hard 3	1
Waterskin	2 quarts	T/1	Soft 1	6	Whistle	hear 1m/500 ft.	D/1	Hard 1	.5
Firesteel	fire in 1 round	D/2	Hard 1	.5	Rice balls (3)	= comfort food	T/2	Soft 1	5
Groom case	+1 App bonus	D/1	Brittle 1	2					
Hood lantern	dim light 50-ft. r	 T/1	Brittle 1	2					
2 pints oil	2d6 fire dmg	T/1	Brittle 1	2					
100' silk rope	750 lb capacity	S/2	Soft 2	10					
Umbrella	Heat resist 4	S/1	Soft 2	5	Total Enc				80
Rations (7)	feed for 1 day	T/2	Hard 1	5	Horse Enc	(left column)			47.5
						(			
				MO	UNT			`~	
NAME	Tsuyoi	SIZE (FOO	TPRINT)/REACH	_L (	1x21	SPEED 50 ft. grou	und TF	RAVEL	5
ATTRIBUTES S1	4, D12, C12, I4, V	V10, Ch	6 <sub>INIT</sub>	+1	ATK DEF	11 <sub>RES</sub> +2	HEALTH 15	5/18 <sub>COME</sub>	-
SKILLS				thletics	+8, Notice +4				
	ss (+4 Morale), im	proved	stability (SZ	Z H for	carrying, resist E	Bull Rush/Trip), To	ugh (igno	ore crit 1/s	scene)
ATTACKS	Kick III (dmg 2d8+	-2, threa	at 19), Tran	nple I (d	dmg 1d10+2, thre	eat 20, M and sma	aller targe	ets only)	
				VEN				~	
				VEH	ICLE				
							-		
NAME		SPEED	TR.	AVEL	SIZE/DEF	OCC/LOAD		_ CONST	
NAME QUALITIES		SPEED	TR.	AVEL	SIZE/DEF	OCC/LOAD		_ CONST	
	CONTACT 1		TR	AVEL	SIZE/DEF	CONTACT 2		_ CONST	
QUALITIES	CONTACT 1					CONTACT 2	2		
QUALITIES	CONTACT 1		CH SPE	ED	NAME	CONTACT 2	2	H SPE	EED
QUALITIES NAME ATTRIBUTES	CONTACT 1	_ SIZE/REAG	CH SPE REP COST	ер г	NAMEATTRIBUTES	CONTACT 2	_ SIZE/REACI	H SPE	EED T
QUALITIES NAME ATTRIBUTES INIT ATK	CONTACT 1	SIZE/REAG	CH SPE REP COST H COMI	ЕD Г Р	NAME ATTRIBUTES INIT ATK	CONTACT 2	_ SIZE/REACI	H SPE	EED T
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### 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.



Ailaya		E	lf		F	encer	60	Loda		ma al
CHARACTER NAME Mage 3		SPECIES/TALENT		SPECIA	LITY		57		SU/U	PALY
FIRST CLASS/LEVEL		SECOND CLASS/LEVEL		THIRD	CLASS/LEVI	IL	- // 🦉			
Fantasy Craft	Iconic						-		•	V
Female		CURRENT XP		NEXTI	.EVEL		ACT	ION DICE	1	d4
GENDER AGE	E	HEIGHT	WEIGHT	EYES		HAIR			STARTING DICI	E DIE TYPE
PHYSIC	AL ATTRIB	UTÊS		MENTAL	ATTRIB	UTËŜ		22	Am	
ATTRIBUTE NAME SCORE	MODIFIER	IMPAIRED IMPAIRED SCORE MODIFIER	ATTRIBUTE NAME	SCORE MO	DIFIER	IMPAIRED IMPAIRED SCORE MODIFIER	)((		n Al	0
<b>STR</b> <u>12</u>	_+1		INT	_17	+3		< Million Alexandre Alexan			
DEX 12	+1		INTELLIGENCE WIS	16	+3		Film			5
DEXTERITY	.0		WISDOM	10	. 1					- Ser
CON	+0		CHA		+1			/MP	5	
			SHARISMA		SKILLS					MAX RANKS
ORIGIN SKILL SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS RANKS	ATTRIBUTE MI MOD. MO		AT OR	IGIN SKILL LL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS RANK	ATTRIBUTE	MISC. THREA MOD. RANGE
ACROBATICS	DEX	=	+ +	JD. KAIN			INT	=	+ +	MOD. RANGI
■ ATHLETICS	STR	+4 = 3	+ 1 +				WIS	+9 = 6	+ <b>3</b> +	
BLEND	CHA	+6 = 5	+ <mark>1</mark> +					+7 = 6	+ <b>1</b> +	
BLUFF	CHA	=	+ +			RESOLVE	CON	+6 = 6	+ 0 +	
CRAFTING *	INT	=	+ +		_ c	RIDE *	DEX	+6 = 5	_ + <b>_ 1</b> _ +	
DISGUISE	CHA	=	+ +		C	SEARCH	INT	+9 = 6	_ + _3 _ +	
HAGGLE	WIS	=	+ +		_ C	SENSE MOTIVE	WIS	+8 = 5	_ + _3 _ +	
□ IMPRESS	CHA	+6 = 5	+ _1 +		_	SNEAK	DEX	+4 _ 3	_ + _1 _ +	
□ INTIMIDATE	WIS	+8 = 5	+ 3 +				WIS	=	++	
□ INVESTIGATE	WIS	+8 = 5	+ 3 +			TACTICS	INT	=	++	
		FOCUSES					IN	TERESTS		OTAL UDIES 3
CRAFT	TING	TUUUJEJ	RIDE							
		D.				Languag			tudy: Elf	
			ding Mour			Language: (	Common		Study: Ga	
			Air Mounts	6				Stuc	dy: Fightir	ig Styles
				C	UBPLOT	6				
		COMPLETED		3	UDFLUI	COMPLETI	ED		-	COMPLETED
		COMPLETED	·				ED			COMPLETED
		COIN			$\overline{\mathbf{A}}$		LI	FESTYLE	T	OTAL ESTYLE 3
		38s	-			PANACHE	3	_	PRUDENCE _	0
COIN IN HAND					APF	EARANCE BONUS	+2	MONEY SAV	ED/EARNED	15 %
STAKE						INCOME	30s	_		
		NON COM	BAT ABILITIE	S: CLASS	ABILITI	ES, FEATS, AND O	DTHER OPTIO	NS		
Elf sight	NOTES <b>VISI</b>	on range incre	ement = 12	280 ft.	NAI S	harp hearing	NOTES hearin	ig range ind	crement =	= 160 ft.
		nore 2nd and				in prioding				prise round
Light clooper		ing is never a						ai, aiways		
Light sleeper	sieep	ing is never a	Comminal S	nualiON						



	15	1	1	3				+8	2	1	5	
DEFENSE	TOTAL =	10 + CLASS BONUS	+ + DEX SIZE MOD. MOD.	+ MISC. ARMOR MOD. MOD.	INI	TIATIV	E	TOTAL	= + CLASS BONUS	DEX MOD.	+	
WITNILTY	18		WALLNDS	11	BA	ISE ATTA	ACKS		S A	VING THR	ows	
VIIRCI	TOTAL O	CURRENT	WUUNDO	TOTAL CURRENT	ATTACK TYPE TOTAL	BASE ATTACK	ATTRIBUTE MOD. 1	MISC. MOD.	SAVE TYPE TOT	ı 1	ATTRIBUTE MOD.	MISC. MOD.
	CR	RITICAL IN	JURIES		UNARMED +2 Melee +2	= <u>1</u>	+ <u></u> + + +	ł	ORTITUDE +1 Reflex +2		+ 0	+ +
					RANGED +2	_ 1	+ 1 +		WILL +6	<u>3</u> = 3	+ 3	+
SUBDUAL	CURRENT F		STRESS	CURRENT SHAKEN		¢	(		WEAPONS			-
	CURRENT	AIIGOED		CURRENT SHAREN		No	o-dachi	+3	1d12+		M/2	15
		CONDITIC	INS		WEAPON 1		TYPE	AP 4. c	avalry, gu	ard +3*.	+2 Imp	
						RNG	SHOTS		QUALIT	IES/UPGRADES		
						Throw	wing Kni	fe +2	1d4+1	19	D/1	1
		SIZE			WEAPON 2	15x3	<sup>TYPE</sup> 10	ATK	DMG	THREAT	SZ/HAND	WGT
SIZE		FOOTPRINT		REACH	WER	RNG	SHOTS -			IES/UPGRADES		
Medium	1	1x1		1								
	·				WEAPON 3		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
GROUND	CDEEN	OTHER S		AVEL SPEED	WEAPON							
	JFEED					RNG	SHOTS		QUALIT	IES/UPGRADES		
base 50 ft	t.	BASE		MPH 5	WEAPON 4		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
					WEN	RNG	SHOTS		QUALIT	IES/UPGRADES		
		PROFICIEN	ICIES									
PROFICIENT FC	ORTE	PRC	FICIENT FORTE					13	Ş/ AKMUK			
	UNARM	IED	• •	BOWS						$\checkmark$		
	<ul><li>BLUNT</li><li>EDGED</li></ul>		0 0 0 0	BLACK POWDER	ARMOR		TYPE	DR	DP	ACP	SPEED	WGT
	<ul><li>EDGED</li><li>HURLEI</li></ul>	)		SIEGE WEAPONS	ARMON							
						DISGUISE		RESISTANCES			PGRADES	
				C	DMBAT ACTIONS							
ACTION	BONUS/MOVE	TIME	EFFECT									
Attack Actions												
Standard Attack Bull Rush *	+4	half full	1 attack against 1 ta Move up to Speed to	0	Athletics check to push targ	ot 1 course i	1 additional cause	ra par 4 aver an	nonont results targe	t bacomos curqu	lad	
Coup de Grace		full			s or automatic critical hit + s				ponent result, targe	t becomes spraw	ieu	
Disarm *		half		Standard Attack to disarm 1								
Feint	_+7_	half	Prestidigitation vs. 1	Notice to render adjacent op	ponent flat-footed							
Grapple	+4	full	Athletics vs. Athleti	cs to render target <i>held</i> ; both	n characters become vulnera	<i>ble</i> and may n	nake additional A	Athletics (Str) ch	ecks to gain Grapple	e benefits		
Pummel		full		= triple subdual damage								
Taunt	+8	half			it in Close Quarters to attack		ct action					
Threaten	+8	half			ge to opponent in Close Qua	rters						
Tire Trip *	<u>+6</u> +1	half half		to inflict 1d6 subdual damag batics to render target <i>spraw</i>								
		nan	Acrobatics vs. Acro	balles to render target spraw	iea							
Initiative Actions												
Aim		half		nly) +1 with Standard Attack		Defense	Les Wie 17	- 116 16"				
Anticipate		half		0 + target base attack bonus round; max (10 + Init bonus	); success = dodge bonus to 1	Detense equal	i to Wis mod (mi	n. +1) tor 1 full	round			
Delay Distract		free half			s) times t's Initiative by 2d6 for this re	aund only						
Ready		full		ater during this round	a simulative by 200 for this re	Junu offiy						
Refresh		1 round		in 1 action die's result in vita	lity or 2 wounds							
Movement Actions	_50_ft.	h = 16	Mana and C. 14	di								
Standard Move Handle item	ft. 0 ft.	half half	Move up to Speed in	n any direction up, or manipulate 1 object								
Handle item Mount/Dismount	0 ft. 0 ft.	full		ip, or manipulate 1 object ined animal or vehicle								
Reposition	0 ft.	half		, become <i>flat-footed</i>								
Run	_200_ft.	full			ll armor); become <i>flat-footed</i>							
Total Defense	ft.	full		4 dodge bonus to Def for 1 fr								
* The larger opponent	gains a +4 bonus pe	r category of Size	e difference.									

	COMBAT ABILITIES: CLASS ABILITIES	S, FEATS, TRICKS, AND	OTHER OPTIONS
NAME	NOTES		NOTES
Decisive	+5 Init (already factored above)	Fencing Basics	Feat (p88)
Fast	Spd +10 ft. (already factored above)	Grtswrd Basics	Feat (p89) * = already factored above
Burden of ages	healing = only half effect	Parry	Trick (p222)



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	CARRYING CAP	ACITY	-			REPUTATION	AND RENOWN		
LIGHT LOAD to 70	HEAVY LOAD (-2 DEF	PHYSICAL,	1/2 SPEED) 7	1-210	LEGEND	REPUTATION	R	ENOWN	
OVERLOADED (-5 DEF/PH	IYSICAL, CAN'T MOVE)	211+	15		HEROIC RENOWN	TITLE			
LIFT (2 × HEAVY LOAD, 1/	4 SPEED) 420		Sie		MILITARY RENOWN	TITLE			
PUSH/DRAG (5 × HEAVY L	.OAD, 1/4 SPEED)105	0		Q	NOBLE RENOWN	TITLE			
				G	EAR				
	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	Extra carrying	<u>S/-</u>	Soft 2						
	for Spellcasting	D/2	Hard 1						
Bedroll	Cold Resist 4	<u>S/-</u>	Soft 1	52					
Groom case	+1 App	D/1	Brittle 1						
					Total Enc.				32
				MO	UNT				
NAME		SIZE (FOO	TPRINT)/REACH	H (	) /	SPEED	Т	RAVEL	
ATTRIBUTES			INIT		ATK DEF	RES	HEALTH	COMP	
SKILLS									
QUALITIES									
ATTACKS									
			-	VEH	IICLE				
NAME		SPEED	T	RAVEL	SIZE/DEF	OCC/L	OAD	_ CONST	
QUALITIES									
	CONTACT 1		~			CONT	ACT 2		
ATTRIBUTES	TRUST				ATTRIBUTES		SIZE/REAC		
	DEF RES		H COM		INIT ATK		S HEALTH	REP COST	
								0000	·
QUALITIES					QUALITIES				
ATTACKS					ATTACKS				
GEAR					GEAR				
	HOLDING 1		~			HOLD	DING 2		
NAME	SCALE		TS / MA	AX	NAME	SCA	LE GUEST	S /MAX	x
	JCALL							5/ WIA	A
			REP. COST					REP. COST	
				MACIO					
NAME	ITEM LV	L ESSEN	CES	WAGIC	TEMS	CHARMS			REP COST
Armband of Pr				uto-save	e 1/scene)		efense Bonus		30
	(23		CAD	A N	D PRIZ	7FC 🎄			
	0.3	e u	LHU	HI	υ Γ ΛΙ	LLJ 🧠	D		

CASTING LEVEL	3	SPEL	POINTS	6	SPELLCAS	STING BONUS	11 ТОТАН	$= - \frac{6}{_{RANKS}} + - \frac{3}{_{MOD}} + - \frac{2}{_{MOD}}$
SPELLS KNOWN	20 TOTAL	= <u>4</u>	_+ <u>16</u> WISDOM SCORE	+ MISC. MOD.	ŚĀV	E DC	11	= 10 + +
				SPEL	L LIST			
NAME/SCHOOL Feather Fall Glow I	LEVEL 0 0	CASTING TIME 1 free 1 half	DISTANCE Close Touch	AREA 30' sphr 60' sphr	DURATION 3 rnds 30 min (d)	SAVING THROW -	PREP COST -	<sup>EFFECT</sup> <u>3 chars/objects fall 60'/rnd</u> <u>30' bright, 30' dim</u>
Read Magic Touch of Light Water Walk Whispers	0 0 0 0	1 full 1 full 1 half 1 free	Personal P / T P / T Local	- - - -	instant instant 3 min 1 min	- W neg - -	- - - -	decipher arcane script heal 1 dmg/1 vitality walk on water inaudible conversation
Alarm Color Spray Cure Wounds I		1 half 1 half 1 full	Close Personal Touch	20' sphr 15' cone -	6 hrs (d) instant instant	- W neg W half		Audible/mental alarm (p115) Blind 1d4 rds + stun 1 rd 10 dmg/10 vitality or 1 wound
Deathwatch** Detect Magic Identify I Jump	- <u>1</u> - <u>1</u> - <u>1</u> 1	1 half 1 half 8 hrs 1 half	Personal Personal Touch Touch	30' cone 60' cone - -	30 min Cnc+3min instant 3 min (d)	- 	- - 1 -	Know creature state (p128) Sense magic stuff (p128) Learn details on magic item +9 Jump, no height limit
Magic Missile** Magic Weapon I Ray of Enfeeblement	1 1 1	1 half 1 full 1 half	Short R Touch Close R	- - -	instant 3 min (d) 3 min		- - -	3 missiles,1d6 force dmg ea. +1 magic bonus to atk & dmg ranged atk = target -2 Str
Repair I Scare I Scrye I Shatter	$-\frac{1}{1}$ $-\frac{1}{1}$ $-\frac{1}{1}$	1 half 1 half 10 min 1 half	Touch Close Long Close	- - - 1 square	instant instant 3 min (d) instant	- W spc - R neg	- 	repair up to a 1 lb. object Frighten 1d6 r; save=Shaken (p145) (p146)
Shield Sleep True Strike I**	$-\frac{1}{1}$	1 half 1 rnd 1 half	Personal Close Personal	- 10' sphr -	3 min (d) 3 min 1 rnd	- W neg	- - -	1/2 cover, blocks m.missile targets fall asleep next atk +6 atk, error -2
Unseen Servant Ranges:	1	1 half	Close	- 	3 hrs			(p149)
Personal Close Local Short Range								happens at/to caster up to 50 ft. up to 250 ft. from caster up to 50 ft.

	SPELLCASTING ABILITIES: CLASS ABI	LITIES, FEATS, PATHS	, AND OTHER OPTIONS
Adept	+4 0-lvl spells (already above)	NAME Casting	NOTES Basics (Spellcasting threat 19)
Subtle	Cast 0-lvl spells		
Arcane Might	+2 Spellcasting with ** Spells (3)		
Circle of Power	Cast 1st-level spells		



# 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.



	GC	oblin	SPECIALITY	Cleric				M
Priest 3	SPECIES/TALENT		SPECIALITY		57/1			
FIRST CLASS/LEVEL	SECOND CLASS/LEVEL		THIRD CLASS/LEVE	L	- // 🖙			
Fantasy Craft I	CONIC CURRENT XP		NEXT LEVEL		-	IN DICE		
Male					ACTIO	IN DICE	3 (6)	d4
GENDER AGE	L ATTRIBUTES	WEIGHT	EYES	HAIR		P.J. W	· · · ·	
ATTRIBUTE	IMPAIRED IMPAIRED	ATTRIBUTE		IMPAIRED IMPAIRED		( ) ( )	Aug S	j)
	IODIFIER SCORE MODIFIER			SCORE MODIFIER	(†		E S	5
STR 13	+1	INTELLIGENCE 12	2 +1					
<b>DEX</b> <u>10</u> -	+0		2 +1					
CON <u>13</u>	+1	CHA 12	2 +1		4			
CONSTITUTION		CHARISMA	SKILLS				M.	AX NKS
ORIGIN SKILL SKILL NAME	SUGGESTED SKILL ATTRIBUTES BONUS RANKS	ATTRIBUTE MISC. MOD. MOD.		GIN SKILL LL NAME	SUGGESTED S ATTRIBUTES B	SKILL SONUS RANKS	ATTRIBUTE N	MISC. THREAT MOD. RANGE
■ ACROBATICS	DEX <b>+3</b> = <b>3</b>	+ _0 +	C		INT	+4 = 3	+ _1 + _	
□ ATHLETICS	STR =3	+ +	6	NOTICE	WIS	+4 = _3	+ +	
BLEND	СНА =	+ +	6	PRESTIDIGITAT	ION DEX	=	+ +	
BLUFF	CHA =	+ +	C	RESOLVE	CON _	$\frac{+4}{-2} = \frac{3}{-2}$	+ +	
CRAFTING *	INT $\underline{+4} = \underline{3}$	+ +	C		DEX	+3 = _3	+ +	
DISGUISE	CHA =	+ +	C		INT	+7 _ 6	+ <u> </u>	
■ HAGGLE	WIS =	+ +	□			$\frac{+7}{+6} = \frac{0}{6}$	+ <u> </u>	
<ul><li>IMPRESS</li><li>INTIMIDATE</li></ul>	$\begin{array}{ccc} \text{CHA} & \underline{++} & \underline{+} & \underline{-} & \underline{-} & \underline{-} \\ \text{WIS} & \underline{++} & \underline{-} & \underline{-} & \underline{-} & \underline{-} & \underline{-} \\ \end{array}$	+ <u> </u>	C		DEX	$\frac{10}{+4} = \frac{0}{3}$	+ <u> </u>	
<ul><li>INTIMIDATE</li><li>INVESTIGATE</li></ul>	WIS =	+ +	L		INT	=	+ + + +	
						DECTC	TOT	AL 2
	FOCUSES	RINF			INTE	ERESTS	TOTA	
CRAFTI	FOCUSES	RIDE		Language:	INTE	Stud	y: Goblin	Lands
	FOCUSES	RIDE tiding Mounts			INTE	Stud	-	Lands
CRAFTI	FOCUSES			Language:	INTE	Stud	y: Goblin	Lands
CRAFTI	FOCUSES			Language:	INTE Goblin Common	Stud	y: Goblin	Lands
CRAFTI	FOCUSES		SUBPLOT	Language: Language: ( Alignment: Ra	INTE Goblin Common	Stud	y: Goblin	Lands
CRAFTI	FOCUSES	tiding Mounts	SUBPLOT	Language: Language: ( Alignment: Ra	INTE Goblin Common akh-Salah	Stud	y: Goblin : legends/	Lands
CRAFTI	FOCUSES NG tion R	Liding Mounts	SUBPLOT	Language: Language: ( Alignment: Ra	INTE Goblin Common akh-Salah	Stud	y: Goblin : legends/	Lands /folklore
CRAFTI	FOCUSES NG tion R	Liding Mounts	SUBPLOT	Language: Language: ( Alignment: Ra	INTE Goblin Common akh-Salah ED	Stud	y: Goblin : legends/	Lands /folklore
CRAFTI	FOCUSES NG tion R Completed Coin	Liding Mounts	SUBPLOT	Language: Language: ( Alignment: Ra	INTE Goblin Common akh-Salah ED	Study:	y: Goblin : legends/ 	Lands /folklore
CRAFTI	FOCUSES NG tion R COMPLETEI	Liding Mounts		Language: ( Language: ( Alignment: Ra COMPLETT	INTE Goblin Common akh-Salah ED ED LIFE 2 +1	Study:	y: Goblin : legends/ 	Lands /folklore
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CRAFTI Scarificat	FOCUSES NG tion R COMPLETEI COIN 66S NON CON	BAT ABILITIES: Cla = suffer 20 fla	APP LASS ABILITI ash	Language: Language: ( Alignment: Ra COMPLETT COMPLETT COMPLETT COMPLETT ARANCE DONUS LINCOME ES, FEATS, AND ( AE	INTE Goblin Common akh-Salah ED ED LIFE 2 +1 20s DTHER OPTIONS NOTES 1 AD to re-	Study Study Study	y: Goblin : legends/ 	Lands /folklore
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COIN IN HAND STAKE Light-sensitive Low-light vision	FOCUSES NG tion R COMPLETED COMPLETED COIN 66s NON COM NOTES Enter brighter area Ignore effects of c	BAT ABILITIES: C a = suffer 20 fla dim and faint lig oe NPC's disp	APP LASS ABILITI ash ght Si +5	Language: Language: ( Alignment: Ra COMPLETI COMPLETI COMPLETI COMPLETI COMPLETI COMPLETI COMPLETI COMPLETI COMPLETI COMPLETI COMPLETI	INTE Goblin Common akh-Salah eD eD ED LIFE 2 +1 20s DTHER OPTIONS NOTES 1 AD to re- 3/adventu	Study Study	y: Goblin : legends/ 	Lands /folklore
COIN IN HAND COIN IN HAND STAKE Light-sensitive Low-light vision Charming	FOCUSES NG tion R COMPLETED COMPLETED COIN 66s NON COM NOTES Enter brighter area Ignore effects of of 1/session,1 non-f	IBAT ABILITIES: C a = suffer 20 fla dim and faint lig oe NPC's disp e" a doctor's ba	APP LASS ABILITI ash ght Si +5	Language: Language: ( Alignment: Ra S COMPLETT C	INTE Goblin Common akh-Salah ED ED LIFE 2 +1 20s DTHER OPTIONS NOTES 1 AD to re- 3/adventu	Study Study Study Study Study Study PR PR PR PR PR PR PR PR PR PR PR Study	y: Goblin : legends/ 	Lands /folklore
COIN IN HAND STAKE Light-sensitive Low-light vision Charming Field medicine	FOCUSES NG tion R COMPLETED COMPLETED CON 66s NON COM NOTES Enter brighter area Ignore effects of o 1/session,1 non-f You always "hav	IBAT ABILITIES: C a = suffer 20 fla dim and faint lig oe NPC's disp e" a doctor's ba	APP LASS ABILITI ash ght Si +5	Language: Language: ( Alignment: Ra COMPLET COMPLET COMPLET COMPLET EARANCE BONUS ES, FEATS, AND ( AE Devout gn & portent Luck's smile	INTE Goblin Common akh-Salah ED ED LIFE 2 +1 20s DTHER OPTIONS NOTES 1 AD to re- 3/adventu	Study Study Study Study STYLE PR MONEY SAVED S roll non-err ire, Free hin ire, Free hin ir AD exploot target's erro	y: Goblin : legends/ 	Lands /folklore


	TOTAL	CLASS BONUS	DEX SIZE MOD. MOD.	MISC. ARMOR MOD. MOD.				TOTAL	CLASS BONUS	DEX MOD.	MISC. MOD.	
VITALITY	TOTAL O	CURRENT	WOUNDS	9 TOTAL CURRENT	ВА	SE ATT		MISC.	SA	VING THI	ATTRIBUT	TE MIS
		CORRENT		TOTAL CORRENT	TYPE TOTAL	ATTACK		MOD.	TYPE TOTA	AL SAVE	MOD.	MO
	CF	RITICAL IN	IJURIES			= <u> </u>	.+_ <b>i</b> _+			<u> </u>	_ + <u> </u>	+
					MELEE $+3$	= _2	·++		REFLEX +1	= -1	- + <u> </u>	+
				•	RANGED +2	=	+++		WILL +3	<u> </u>	_ +	+
SUBDUAL	CURRENT		STRESS	CURRENT SHAKEN		<b>e</b> =	-	>	NEAPONS		$\rightarrow$	
	Q CORRENT 1	AIIGOLD		CORRENT SIRKER		Mair	n-Gauche	+4	1d4+1	20	D/1	1.5
		CONDITI	ONS		WEAPON 1	RNG	TYPE	bleed,		, hook,	sz/HAND poison	
						Mair	n-Gauche	+4	1d4+1	20	D/1	1.5
		SIZE			WEAPON 2		ТҮРЕ		DMG	THREAT	SZ/HAND	WG
SIZE		FOOTPRIN		REACH	WER	RNG	SHOTS	bieed,	guard +1	ES/UPGRADES	POISON	JUUS
Small		1x1		1			Crossbov	w +3	1d6	20	T/1	8
					WEAPON 3	10x6	<sup>туре</sup> <b>30</b>	ATK	DMG	ad 3	SZ/HAND	WG
GROUND	SPEED	OTHER S	SPEED TRA	VÊL SPEED	WERT	RNG	SHOTS			au 3 es/upgrades		
base 20 f		BASE		MPH 2			ТҮРЕ	ATK	DMG	THREAT	SZ/HAND	WG
201	·			<u> </u>	WEAPON 4			AIK		ES/UPGRADES	52/IIAND	
		PROFICIEN	NCIES			RNG	SHOTS	~		es/UPGRADES		
ROFICIENT FO	ORTE	PRO	OFICIENT FORTE						§) ARMOR			
	UNARN	IED		BOWS				$\checkmark$	, ,	$\checkmark$		
	BLUNT		0 0 0 0	BLACK POWDER SIEGE WEAPONS	ARMOR		TYPE	DR	DP	ACP	SPEED	WGT
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ACTION		TIME	EFFECT			DISGUISE	R	ESISTANCES		Ţ	JPGRADES	
ACTION ttack Actions Standard Attack	HURLEI     BONUS/MOVE	TIME	EFFECT 1 attack against 1 targ	get	IMBAT ACTIONS							
ACTION ttack Actions Standard Attack Bull Rush *	HURLEI	TIME half full	<b>EFFECT</b> 1 attack against 1 targ Move up to Speed too	get ward 1 opponent; opposed	Athletics check to push targ	et 1 square +	1 additional square	per 4 over opp	ponent result; target			
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace	HURLEI     BONUS/MOVE	TIME	EFFECT 1 attack against 1 targ Move up to Speed tor ( <i>Helpless</i> adjacent tar	get ward 1 opponent; opposed	Athletics check to push targ	et 1 square +	1 additional square	per 4 over opp	ponent result; target			
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm *	HURLEI     BONUS/MOVE	TIME half full full	EFFECT 1 attack against 1 targ Move up to Speed tor ( <i>Helpless</i> adjacent tar Standard Attack vs. S	get ward 1 opponent; opposed get only) hit = unconscious	Athletics check to push targ or automatic critical hit + s target in Close Quarters	et 1 square +	1 additional square	per 4 over opp	oonent result; target			
ACTION Ittack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint	HURLEI	TIME half full full half	EFFECT 1 attack against 1 targ Move up to Speed too ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. N	get ward 1 opponent; opposed get only) hit = unconscious tandard Attack to disarm 1 otice to render adjacent opp	Athletics check to push targ or automatic critical hit + s target in Close Quarters	et 1 square + ave vs. death	1 additional square   (Fort DC 10 + Dama	per 4 over opp age)		becomes spray		
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple	BONUS/MOVE	TIME half full full half half	EFFECT 1 attack against 1 targ Move up to Speed ton ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. N Athletics vs. Athletics	get ward 1 opponent; opposed get only) hit = unconscious tandard Attack to disarm 1 otice to render adjacent opp	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent flat-footed	et 1 square + ave vs. death	1 additional square   (Fort DC 10 + Dama	per 4 over opp age)		becomes spray		
ACTION Ittack Actions Standard Attack Bull Rush * Coup de Grace Disarm *	HURLEI     BONUS/MOVE	TIME half full half half full	EFFECT 1 attack against 1 targ Move up to Speed too ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. Athletics Unarmed attack: hit = Sense Motive vs. Sense	get ward 1 opponent; opposed get only) hit = unconscious tandard Attack to disarm 1 otice to render adjacent op s to render target <i>held</i> ; both = triple subdual damage se Motive to force opponen	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> c characters become <i>vulnera</i> t in Close Quarters to attack	et 1 square + ave vs. death <i>ble</i> and may r	1 additional square p (Fort DC 10 + Dama nake additional Athl	per 4 over opp age)		becomes spray		
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten	BONUS/MOVE	TIME half full full half full full half full half	EFFECT 1 attack against 1 targ Move up to Speed too ( <i>Helpless</i> adjacent tar Standard Attack vs. 5 Prestidigitation vs. N Athletics vs. Athletics Unarmed attack: hit = Sense Motive vs. Sense Intimidate vs. Resolvo	get ward 1 opponent; opposed get only) hit = unconscious tandard Attack to disarm 1 otice to render adjacent opp s to render target <i>held</i> , both = triple subdual damage se Motive to force opponen e to inflict 1d6 stress damag	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> characters become <i>vulnera</i> ti n Close Quarters to attack ge to opponent in Close Quarters to attack	et 1 square + ave vs. death <i>ble</i> and may r	1 additional square p (Fort DC 10 + Dama nake additional Athl	per 4 over opp age)		becomes spray		
ACTION Ittack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tirre	BONUS/MOVE +4 +0 +4 +7 +7 +4	TIME half full half half full full full half half half half	EFFECT 1 attack against 1 targ Move up to Speed tor ( <i>Helpless</i> adjacent tar Standard Attack vs. S. Prestidigitation vs. N Athletics vs. Athletics Unarmed attack: ht = Sense Motive vs. Sens Intimidate vs. Resolve tor Resolve vs. Resolve tor	get ward 1 opponent; opposed rget only) hit = unconscious tandard Attack to disarm 1 otice to render adjacent op s to render target <i>held</i> ; both = triple subdual damage se Motive to force opponen e to inflict 1 d6 stress damag p inflict 1d6 subdual damage	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent	et 1 square + ave vs. death <i>ble</i> and may r	1 additional square p (Fort DC 10 + Dama nake additional Athl	per 4 over opp age)		becomes spray		
ACTION Ittack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten	BONUS/MOVE	TIME half full full half full full half full half	EFFECT 1 attack against 1 targ Move up to Speed tor ( <i>Helpless</i> adjacent tar Standard Attack vs. S. Prestidigitation vs. N Athletics vs. Athletics Unarmed attack: ht = Sense Motive vs. Sens Intimidate vs. Resolve tor Resolve vs. Resolve tor	get ward 1 opponent; opposed get only) hit = unconscious tandard Attack to disarm 1 otice to render adjacent opp s to render target <i>held</i> , both = triple subdual damage se Motive to force opponen e to inflict 1d6 stress damag	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent	et 1 square + ave vs. death <i>ble</i> and may r	1 additional square p (Fort DC 10 + Dama nake additional Athl	per 4 over opp age)		becomes spray		
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip *	BONUS/MOVE +4 +0 +4 +7 +7 +4	TIME half full half half full full full half half half half	EFFECT 1 attack against 1 targ Move up to Speed tor ( <i>Helpless</i> adjacent tar Standard Attack vs. S. Prestidigitation vs. N Athletics vs. Athletics Unarmed attack: ht = Sense Motive vs. Sens Intimidate vs. Resolve tor Resolve vs. Resolve tor	get ward 1 opponent; opposed rget only) hit = unconscious tandard Attack to disarm 1 otice to render adjacent op s to render target <i>held</i> ; both = triple subdual damage se Motive to force opponen e to inflict 1 d6 stress damag p inflict 1d6 subdual damage	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent	et 1 square + ave vs. death <i>ble</i> and may r	1 additional square p (Fort DC 10 + Dama nake additional Athl	per 4 over opp age)		becomes spray		
ACTION Ittack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tirre	BONUS/MOVE +4 +0 +4 +7 +7 +4	TIME half full half half full full full half half half half	EFFECT 1 attack against 1 targ Move up to Speed too ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. N Athletics vs. Athletics Unarmed attack: hit = Sense Motive vs. Sensi Intimidate vs. Resolve Resolve vs. Resolve to Acrobatics vs. Acrobatics (Unmoving target onl	get ward 1 opponent; opposed get only hit = unconscious itandard Attack to disarm 1 otice to render adjacent op s to render target <i>held</i> ; both = triple subdual damage se Motive to force opponen e to inflict 1d6 stubdual damag atics to render target <i>spraw</i> ly) +1 with Standard Attack	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i>	et 1 square + ave vs. death <i>ble</i> and may r x you with nex rters	1 additional square p (Fort DC 10 + Dama make additional Athl xt action	per 4 over opp age)	ecks to gain Grapple	becomes spray		
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Peint Grapple Pummel Taunt Threaten Tire Trip * mitiative Actions Aim Anticipate	BONUS/MOVE +4 +0 +4 +7 +7 +4	TIME half full full half full full full half half half half half half	EFFECT 1 attack against 1 targ Move up to Speed too ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. Na Athletics vs. Athletics Unarmed attack: hit = Sense Motive vs. Sens Intimidate vs. Resolve to Acrobatics vs. Acroba (Unmoving target onl Sense Motive (DC 10	get ward 1 opponent; opposed get only) hit = unconscious itandard Attack to disarm 1 otice to render adjacent opj s to render target <i>held</i> ; both = triple subdual damage se Motive to force opponen e to inflict 1d6 stress damago inflict 1d6 stress damago inflict 1d6 stress damago hy) +1 with Standard Attack + target base attack bonus	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> t characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; success = dodge bonus to	et 1 square + ave vs. death <i>ble</i> and may r x you with nex rters	1 additional square p (Fort DC 10 + Dama make additional Athl xt action	per 4 over opp age)	ecks to gain Grapple	becomes spray		
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Eeint Grapple Pummel Pummel Taunt Threaten Tire Trip * ditative Actions Aim Anticipate Delay	BONUS/MOVE +4 +0 +4 +7 +7 +4	TIME half full full half full half full half half half half half half	EFFECT 1 attack against 1 targ Move up to Speed too ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. N Athletics vs. Athletice Unarmed attack hit = Sense Motive vs. Resolve Resolve vs. Resolve to Acrobatics vs. Acrobatics (Unmoving target onl Sense Motive (DC 10 -1 Initiative for this r	get ward 1 opponent; opposed get only) hit = unconscious tandard Attack to disarm 1 otice to render adjacent opp s to render target <i>held</i> , both = triple subdual damage se Motive to force opponen e to inflict 1d6 stress damag inflict 1d6 subdual damag atics to render target <i>spraw</i> ly) +1 with Standard Attack + target base attack bonus round; max (10 + Init bonus	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become vulnera ti n Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; success = dodge bonus to b	et 1 square + ave vs. death <i>ble</i> and may r c you with new rters Defense equal	1 additional square p (Fort DC 10 + Dama make additional Athl xt action	per 4 over opp age)	ecks to gain Grapple	becomes spray		
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * ditiative Actions Anticipate Delay Distract	BONUS/MOVE +4 +0 +4 +7 +7 +4	TIME half full half half full full half half half half half half half ha	EFFECT 1 attack against 1 targ Move up to Speed tor ( <i>Helpless</i> adjacent tar Standard Attack vs. S. Prestidigitation vs. No Athletics vs. Athletice Unarmed attack's hi Sense Motive vs. Sense Intimidate vs. Resolve to Acrobatics vs. Acroba (Unmoving target onl Sense Motive (DC 10 -1 Initiative for this r Bluff (Dex) vs. Sense	get ward 1 opponent; opposed rget only) hit = unconscious tandard Attack to disarm 1 otice to render adjacent op s to render target <i>held</i> ; both = triple subdual damage se Motive to force opponen e to inflict 1 d6 stress damage o inflict 1 d6 subdual damage atics to render target <i>spraw</i> hy) +1 with Standard Attack +1 target base attack bonus round; max (10 + 1nit bonus Motive to reduce opponent	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> t characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; success = dodge bonus to	et 1 square + ave vs. death <i>ble</i> and may r c you with new rters Defense equal	1 additional square p (Fort DC 10 + Dama make additional Athl xt action	per 4 over opp age)	ecks to gain Grapple	becomes spray		
ACTION Ittack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * Tire Trip * Aim Anticipate Delay Distract Ready	BONUS/MOVE +4 +0 +4 +7 +7 +4	TIME half full full half full full half half half half half half half ha	EFFECT 1 attack against 1 targ Move up to Speed tor ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. N Athletics vs. Athletics Unarmed attack: hit - Sense Motive vs. Resolve Resolve vs. Resolve to Acrobatics vs. Acrobatics (Unmoving target onl Sense Motive (DC 10 -1 Initiative for this r Bluff (Dex) vs. Sense 1 half action taken lat	get ward 1 opponent; opposed get only) hit = unconscious itandard Attack to disarm 1 otice to render adjacent opj s to render target <i>held</i> ; both = triple subdual damage se Motive to force opponen e to inflict 1d6 subdual damag inflict 1d6 subdual damag atics to render target <i>spraw</i> ly) +1 with Standard Attack + target base attack bonus round; max (10 + Init bonus Motive to reduce opponent ter during this round	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; s success = dodge bonus to le b times s linitative by 2d6 for this re	et 1 square + ave vs. death <i>ble</i> and may r c you with new rters Defense equal	1 additional square p (Fort DC 10 + Dama make additional Athl xt action	per 4 over opp age)	ecks to gain Grapple	becomes spray		
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * ditiative Actions Anticipate Delay Distract	BONUS/MOVE +4 +0 +4 +7 +7 +4	TIME half full half half full full half half half half half half half ha	EFFECT 1 attack against 1 targ Move up to Speed tor ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. N Athletics vs. Athletics Unarmed attack: hit - Sense Motive vs. Resolve Resolve vs. Resolve to Acrobatics vs. Acrobatics (Unmoving target onl Sense Motive (DC 10 -1 Initiative for this r Bluff (Dex) vs. Sense 1 half action taken lat	get ward 1 opponent; opposed rget only) hit = unconscious tandard Attack to disarm 1 otice to render adjacent op s to render target <i>held</i> ; both = triple subdual damage se Motive to force opponen e to inflict 1 d6 stress damage o inflict 1 d6 subdual damage atics to render target <i>spraw</i> hy) +1 with Standard Attack +1 target base attack bonus round; max (10 + 1nit bonus Motive to reduce opponent	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; s success = dodge bonus to le b times s linitative by 2d6 for this re	et 1 square + ave vs. death <i>ble</i> and may r c you with new rters Defense equal	1 additional square p (Fort DC 10 + Dama make additional Athl xt action	per 4 over opp age)	ecks to gain Grapple	becomes spray		
ACTION Ittack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * Tire Trip * Aim Anticipate Delay Distract Ready	BONUS/MOVE BONUS/MOVE +4 +0 +4 +0 +4 +3	TIME half full full half full full half half half half half half half ha	EFFECT 1 attack against 1 targ Move up to Speed tor ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. N Athletics vs. Athletics Unarmed attack: hit - Sense Motive vs. Resolve Resolve vs. Resolve to Acrobatics vs. Acrobatics (Unmoving target onl Sense Motive (DC 10 -1 Initiative for this r Bluff (Dex) vs. Sense 1 half action taken lat	get ward 1 opponent; opposed get only) hit = unconscious itandard Attack to disarm 1 otoice to render adjacent opj s to render target <i>held</i> ; both = triple subdual damage se Motive to force opponen e to inflict 1d6 subdual damag inflict 1d6 subdual damag atics to render target <i>spraw</i> ly) +1 with Standard Attack + target base attack bonus round; max (10 + Init bonus Motive to reduce opponent ter during this round	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; s success = dodge bonus to le b times s linitative by 2d6 for this re	et 1 square + ave vs. death <i>ble</i> and may r c you with new rters Defense equal	1 additional square p (Fort DC 10 + Dama make additional Athl xt action	per 4 over opp age)	ecks to gain Grapple	becomes spray		
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * Trip * Aitiative Actions Anticipate Delay Distract Ready Refresh	BONUS/MOVE +4 +0 +4 +7 +7 +4	TIME half full full half full full half half half half half half half ha	EFFECT 1 attack against 1 targ Move up to Speed tor ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. N Athletics vs. Athletics Unarmed attack: hit - Sense Motive vs. Resolve Resolve vs. Resolve to Acrobatics vs. Acrobatics (Unmoving target onl Sense Motive (DC 10 -1 Initiative for this r Bluff (Dex) vs. Sense 1 half action taken lat	get ward 1 opponent; opposed get only hit = unconscious itandard Attack to disarm 1 otice to render adjacent op s to render target <i>held</i> ; both = triple subdual damage se Motive to force opponen e to inflict 1d6 stress damag inflict 1d6 stress damage inflict 1d6 subdual damage tics to render target <i>spraw</i> ly) +1 with Standard Attack + target base attack bonus round; max (10 + Init bonus Motive to reduce opponent ter during this round n 1 action die's result in vita	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; s success = dodge bonus to le b times s linitative by 2d6 for this re	et 1 square + ave vs. death <i>ble</i> and may r c you with new rters Defense equal	1 additional square p (Fort DC 10 + Dama make additional Athl xt action	per 4 over opp age)	ecks to gain Grapple	becomes spray		
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * Trip * Trip * Mitactive Actions Anticipate Delay Distract Ready Refresh Hovement Actions Standard Move Handle item	BONUS/MOVE BONUS/MOVE +4 +4 +0 +4 +7 +7 +7 +4 +3 	TIME half full half full half half half half half half half ha	EFFECT  I attack against 1 targ Move up to Speed too ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. N Athletics vs. Athletici Unarmed attack hit = Sense Motive vs. Resolve tc Acrobatics vs. Acrobat (Unmoving target on Sense Motive (DC 10) -1 Initiative for this r Bluff (Dex) vs. Sense: 1 half action taken lat If not attacked, regain More up to Speed in Draw, sheath, pick up	get ward 1 opponent; opposed get only) hit = unconscious tiandard Attack to disarm 1 totice to render adjacent opp s to render target <i>held</i> ; both = triple subdual damage as Motive to force opponent e to inflict 1d6 stress damage a inflict 1d6 subdual damage atics to render target <i>spraw</i> ly) +1 with Standard Attack +1 target base attack bonus tound; max (10 + Init bonus tound; max (10 + Init bonus douting this round n 1 action die's result in vita any direction p, or manipulate 1 object	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; s success = dodge bonus to le b times s linitative by 2d6 for this re	et 1 square + ave vs. death <i>ble</i> and may r c you with new rters Defense equal	1 additional square p (Fort DC 10 + Dama make additional Athl xt action	per 4 over opp age)	ecks to gain Grapple	becomes spray		
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * Tire Trip * Aim Anticipate Delay Distract Ready Refresh Standard Move	BONUS/MOVE BONUS/MOVE +4 +4 +4 +7 +7 +7 +7 +7 +4 +3	TIME half full full half full full half half half half half half half ha	EFFECT 1 attack against 1 targ Move up to Speed too ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. N Athletics vs. Athletic: Unarmed attack: hit	get ward 1 opponent; opposed get only) hit = unconscious tiandard Attack to disarm 1 totice to render adjacent opp s to render target <i>held</i> ; both = triple subdual damage as Motive to force opponent e to inflict 1d6 stress damage a inflict 1d6 subdual damage atics to render target <i>spraw</i> ly) +1 with Standard Attack +1 target base attack bonus tound; max (10 + Init bonus tound; max (10 + Init bonus douting this round n 1 action die's result in vita any direction p, or manipulate 1 object	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; s success = dodge bonus to le b times s linitative by 2d6 for this re	et 1 square + ave vs. death <i>ble</i> and may r c you with new rters Defense equal	1 additional square p (Fort DC 10 + Dama make additional Athl xt action	per 4 over opp age)	ecks to gain Grapple	becomes spray		
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarn * Feint Grapple Peint Grapple Pummel Taunt Threaten Tire Trip * Attin Anticipate Delay Delay Delay Delay Delay Covement Actions Standard Move Handle item Mount/Dismount Reposition	BONUS/MOVE BONUS/MOVE +4 +4 +0 +4 +4 +7 +7 +7 +4 +3 	TIME half full full half full half half half half half half half ha	EFFECT  I attack against 1 targ Move up to Speed tor ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit i Sense Motive vs. Sense Intimidate vs. Resolve to Acrobatics vs. Acrobat (Unmoving target on Sense Motive (DC 10 -1 Initiative for this r Bluff (Dex) vs. Sense 1 half action taken lat If not attacked, regain Move up to Speed in Draw, sheath, pick up Prepare to ride 1 traii Stand or drop <i>prone</i> ,	get ward 1 opponent; opposed get only) hit = unconscious itandard Attack to disarm 1 otice to render adjacent op s to render target <i>held</i> ; both = triple subdual damage se Motive to force opponent e to inflict 1d6 stress damage o inflict 1d6 subdual damage atics to render target <i>spraw</i> ly) +1 with Standard Attack + target base attack bonus sound; max (10 + 1nit bonus Motive to reduce opponent ter during this round n 1 action die's result in vita any direction o, or manipulate 1 object ned animal or vehicle become <i>flat-footed</i>	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> in characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; success = dodge bonus to le ) times is initiative by 2d6 for this re lity or 2 wounds	et 1 square + ave vs. death <i>ble</i> and may r c you with near trers Defense equal pund only	1 additional square p (Fort DC 10 + Dama make additional Athl xt action	per 4 over opp age)	ecks to gain Grapple	becomes spray		
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Eeint Grapple Feint Grapple Pummel Taunt Threaten Tire Trip * Aim Anticipate Delay Delay Distract Ready Refresh Standard Move Handle item Mount/Dismount Reposition	<ul> <li>HURLEI</li> <li>BONUS/MOVE</li> <li>+4</li> <li>+0</li> <li>+4</li> <li>+7</li> <li>+7</li> <li>+7</li> <li>+4</li> <li>+3</li> </ul>	TIME half full full half full full half half half half half half tree half full 1 round half full half full	EFFECT  I attack against 1 targ Move up to Speed tor ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. N Athletics vs. Athletics Unarmed attack: hit = Sense Motive vs. Resolve Intimidate vs. Resolve Resolve vs. Resolve tor Acrobatics vs. Acrobat (Unmoving target on Sense Motive (DC 10 -1 Initiative for this r Bluff (Dex) vs. Sense 1 half action taken lat If not attacked, regain Move up to Speed in Draw, sheath, pick up Prepare to ride 1 train Stand or drop <i>prone</i> , Move 4 × Speed in stat	get ward 1 opponent; opposed get only hit = unconscious itandard Attack to disarm 1 otice to render adjacent op s to render target <i>held</i> ; both = triple subdual damage to inflict 1d6 stubdual damage inflict 1d6 subdual damage inflict 1d6 subdual damage itics to render target <i>spraw</i> ly) +1 with Standard Attack + target base attack bonus round; max (10 + Init bonus Motive to reduce opponent ter during this round n 1 action die's result in vita any direction , or manipulate 1 object need animal or vehicle become <i>flat-footed</i> raight line (3 × Speed in ful	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> t in Close Quarters to attack ge to apponent in Close Qua e to adjacent opponent led ; success = dodge bonus to l ; initiative by 2d6 for this re lity or 2 wounds	et 1 square + ave vs. death <i>ble</i> and may r c you with new rters Defense equal pund only	1 additional square p (Fort DC 10 + Dama make additional Athl xt action	per 4 over opp age)	ecks to gain Grapple	becomes spray		
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarn * Feint Grapple Pummel Taunt Threaten Tire Trip * Trip * Attack Actions Anticipate Delay Distract Ready Refresh Covenent Actions Standard Move Handle item Mount/Dismount Reposition	BONUS/MOVE BONUS/MOVE +4 +4 +0 +4 +4 +7 +7 +7 +4 +3 	TIME half full full half full half half half half half half half ha	EFFECT  I attack against 1 targ Move up to Speed tor ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. N Athletics vs. Athletics Unarmed attack: hit = Sense Motive vs. Resolve Intimidate vs. Resolve Resolve vs. Resolve tor Acrobatics vs. Acrobat (Unmoving target on Sense Motive (DC 10 -1 Initiative for this r Bluff (Dex) vs. Sense 1 half action taken lat If not attacked, regain Move up to Speed in Draw, sheath, pick up Prepare to ride 1 train Stand or drop <i>prone</i> , Move 4 × Speed in stat	get ward 1 opponent; opposed get only) hit = unconscious itandard Attack to disarm 1 otice to render adjacent op s to render target <i>held</i> ; both = triple subdual damage se Motive to force opponent e to inflict 1d6 stress damage o inflict 1d6 subdual damage atics to render target <i>spraw</i> ly) +1 with Standard Attack + target base attack bonus sound; max (10 + 1nit bonus Motive to reduce opponent ter during this round n 1 action die's result in vita any direction o, or manipulate 1 object ned animal or vehicle become <i>flat-footed</i>	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> t in Close Quarters to attack ge to apponent in Close Qua e to adjacent opponent led ; success = dodge bonus to l ; initiative by 2d6 for this re lity or 2 wounds	et 1 square + ave vs. death <i>ble</i> and may r c you with new rters Defense equal pund only	1 additional square p (Fort DC 10 + Dama make additional Athl xt action	per 4 over opp age)	ecks to gain Grapple	becomes spray		
ACTION ttack Actions Standard Attack Bull Rush * Coup de Grace Disarn * Feint Grapple Pummel Taunt Threaten Tire Trip * Aim Anticipate Delay Delay Distract Ready Refresh Standard Move Handle item Mount/Dismount Reposition	BONUS/MOVE BONUS/MOVE +4 +4 +0 +4 +0 +4 +4 +3 	TIME half full full half full full half half half half half full 1 round half full full half full full half full full half	EFFECT  I attack against 1 targ Move up to Speed tor ( <i>Helpless</i> adjacent tar Standard Attack vs. S Prestidigitation vs. N Athletics vs. Athletics Unarmed attack: hit - Sense Motive (vs. Sense) Intimidate vs. Resolve ta Acrobatics vs. Acrobat (Unmoving target on Sense Motive (OC 10 -1 Initiative for this r Bluff (Dex) vs. Sense: 1 half action taken lat If not attacked, regain Move up to Speed in Draw, sheath, pick up Prepare to ride 1 traii Stand or drop <i>prone</i> , Move 4 × Speed in st 1 Standard Move; +4	get ward 1 opponent; opposed get only hit = unconscious itandard Attack to disarm 1 otice to render adjacent op s to render target <i>held</i> ; both = triple subdual damage to inflict 1d6 stubdual damage inflict 1d6 subdual damage inflict 1d6 subdual damage itics to render target <i>spraw</i> ly) +1 with Standard Attack + target base attack bonus round; max (10 + Init bonus Motive to reduce opponent ter during this round n 1 action die's result in vita any direction , or manipulate 1 object need animal or vehicle become <i>flat-footed</i> raight line (3 × Speed in ful	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> t in Close Quarters to attack ge to apponent in Close Qua e to adjacent opponent led ; success = dodge bonus to l ; initiative by 2d6 for this re lity or 2 wounds	et 1 square + ave vs. death <i>ble</i> and may r c you with new rters Defense equal pund only	1 additional square p (Fort DC 10 + Dama make additional Athl xt action	per 4 over opp age)	ecks to gain Grapple	becomes spray		

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Devout	<sup>NOTES</sup> 1 AD to reroll non-err main-gauche miss		NOTES Feat (p95)	
Turning	Turn Undead 1/combat (p233)			
	·			



	CARRYING CAP	ACITY				REPUTATION AND	RENOWN		
LIGHT LOAD to 60	HEAVY LOAD (-2 DE	F/PHYSICAL,	1/2 SPEED) 6	51-180	LEGEND	REPUTATION	RE	NOWN	
OVERLOADED (-5 DEF/P	HYSICAL, CAN'T MOVE)	181+	115-		HEROIC RENOWN	TITLE			
LIFT (2 × HEAVY LOAD, 1	./4 SPEED)360		See		MILITARY RENOWN	TITLE			
PUSH/DRAG (5 × HEAVY	LOAD, 1/4 SPEED)90	0		Q	NOBLE RENOWN	TITLE			
				GI	EAR				
NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
Pouch	holds 50 coins	D/-	Soft 1	- 	Holy symbols	+2 to Turn DC	T/1	Hard 2	3
Firesteel Pouch	fire in 1 round	D/2	Hard 1	.5					
Augury bones	+2 Relax		Hard 1	1					
Pouch			TIAIUT						
Hunk of meat	1 hearty food	T/2	Soft 1	1.5					
					·				
	·								
					Total Enc.				17
				MO	UNT				
NAME		SIZE (FOOT	PRINT)/REACH	H(_	)/	SPEED	TF	AVEL	
						RES			
SKILLS									
QUALITIES									
ATTACKS									
				VEH	licle			~	
NAME		SPEED	т			OCC/LOAD _		CONST	
QUALITIES		SPEED	1	KAVEL	SIZE/DEF				
	CONTACT	1				CONTACT	2	· · · ·	
NAME	TRUST	SIZE/REAC	CH SP	eed	NAME	TRUST	_ SIZE/REACH	H SPE	ED
ATTRIBUTES			REP COS	ST	ATTRIBUTES			REP COST	·
INIT ATK	DEF RES	HEALTH	I CON	4P	INIT ATK	DEF RES	HEALTH	COMI	
SKILLS					SKILLS				
QUALITIES					QUALITIES				
ATTACKS					ATTACKS				
GEAR					GEAR				
	HOLDING	1	-			HOLDING :	2		
NAME	SCALE	GUEST	rs / MA	X.	NAME	SCALE	GUESTS	/ MA2	ζ
UPGRADES					UPGRADES				
			REP. COS	Г				REP. COST	
				MAGIC	ITEMS				
NAME	ITEM L	VL ESSENC			CH	IARMS			REP COST
Fate Mask of R	akh-Salah 3		Feat (Lu	cky Brea	ak, p94)	Spell Effect (Praye	er 1/scene	e, p141)	23
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	6		CAD	AN	<b>D</b> PRIZ	EC 53			
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CASTING LEVEL	3	SPEL	POINTS	<	SPELLCA	STING BONUS	TOTA	= + + + L RANKS INT MISC. MOD MOD.
SPELLS KNOWN	OTAL	=	_ + WISDOM SCORE	+ MISC. MOD.	<b>SA</b>	E DC	1 <sup>-</sup>	= 10 + +
				SPEL	L LIST			
NAME/SCHOOL Blindness/Deafness	LEVEL	CASTING TIME 1 half	distance <b>Touch</b>	AREA	duration <b>3 min</b>	saving THROW F neg	PREP COST	EFFECT Pick: Target blind or deaf
Ray of Enfeeblement	1	1 half	Close (r)	-	3 min			Target suffers -2 Str
Prayer	·	1 half (activ.)	Close	40' sph.	3 rnds			You + all teammates/allies: +1 atk, dmg, skill, W saves
Note: Close = to 50 ft.	·							All foes: -1 as above
	·							
	·							
	·							
	·							

	SPELLCASTING ABILITIES: CLASS ABILITIES, FEATS, PATHS, AND OTHER OPTIONS									
Acolyte	Path of Curses I	Path Devoted	Path of Curses II							
	(Black Cat feat)		(Cast each above spell 1/scene)							



# 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 ( $1\times1$ , Reach 1); Spd 30 ft. ground; Init +4; Atk +4 (melee and unarmed), +5 (hurled and ranged); Def 17; Res +4 (Reflex), +3 (Fortitude), +3 (Will); Health (Damage save) +2; Comp +6; Qualities: *Attractive I, beguiling, class ability* 



(Sage: Assistance I, Best of the Best), feat (Fortune Favors the Bold) Attacks/Weapons: Bola x 3 (dmg 1d4+2 subdual; threat 19–20; range: 20 ft. x 3; qualities: Cavalry, finesse, trip), dagger (dmg 1d4+2 lethal; threat 19–20; qualities: Bleed, finesse, hurl) Gear: Partial leather armor (DR 1, Resist Fire 3; DP –0; ACP –0; Spd —; Disguise –0), purse, tinderbox, cigars

Raelia Clouds	enlitter	Giant		Bard		4	
CHARACTER NAME	SPECIES/T		SPECIALITY	Daru	2561	MART	
Sage 3		CLASS/LEVEL	THIRD CLASS/L	EVEL			
Fantasy Craft							
Female	CURRENT	T XP	NEXT LEVEL		ACTION	DICE 3	d4
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ATTRIBUTE NAME SCORE		MPAIRED ATTRIBUTE MODIFIER NAME	SCORE MODIFIER	IMPAIRED IMPAIRED SCORE MODIFIER	1		2
<b>STR</b> <u>12</u>	+1	INT					A A
DEX <u>11</u>	+0	INTELLIGENCE WIS	13 +1		(f	ENE ST	$(\mathcal{D})$
DEXTERITY		WISDOM	<u></u>		2		•
CON 12	+1	CHA CHARISMA	10 +0			BAIL 220	
			SKILL	.S			MAX RANKS
ORIGIN SKILL SKILL NAME	SUGGESTED SKILL ATTRIBUTES BONUS	ATTRIBUTE MIS RANKS MOD. MOD	C. THREAT D. RANGE	ORIGIN SKILL SKILL NAME	SUGGESTED SKILL ATTRIBUTES BONU	ATTRIBUTE S RANKS MOD.	MISC. THREAT MOD. RANGE
■ ACROBATICS	DEX	= + +		MEDICINE	INT <b>+4</b>	_ = <u>2</u> + <u>2</u> +	
■ ATHLETICS	STR <u>+7</u>	$= \frac{6}{2} + \frac{1}{2} + \frac{1}{2}$		■ NOTICE	WIS <u>+7</u>	$- = \frac{6}{2} + \frac{1}{2} + \frac{1}{2}$	
BLEND	CHA +2	$= \frac{2}{2} + \frac{0}{0} + \dots$		PRESTIDIGITATI		$- = \frac{2}{2} + \frac{0}{1} + \frac{1}{2}$	
BLUFF	CHA +2 INT +3	$= \frac{2}{1} + \frac{0}{2} + \dots$		RESOLVE	CON <b>+3</b>	_ = _2 + _1 +	
CRAFTING *		$=$ $\frac{1}{1}$ $+$ $\frac{2}{0}$ $+$ $\frac{1}{1}$		■ RIDE *	DEX	_ = + +	
DISGUISE		$=$ $\frac{1}{5}$ $+$ $\frac{1}{1}$ $+$ $\frac{1}{1}$		■ SEARCH	17	$- = - \frac{0}{6} + \frac{2}{1} + \frac{1}{6}$	
■ HAGGLE	<u>те</u>	= <u>6</u> + <u>1</u> + <u></u>		SENSE MOTIVE	wis	$-= \frac{0}{5} + \frac{1}{0} + \frac{1}{5}$	
<ul><li>IMPRESS</li><li>INTIMIDATE</li></ul>	CHA <u>+0</u> WIS	= + +		<ul><li>SNEAK</li><li>SURVIVAL</li></ul>	DEX <b>TO</b> WIS	_ = + +	
<ul> <li>INVESTIGATE</li> </ul>	17	= <u> </u>		<ul><li>SURVIVAL</li><li>TACTICS</li></ul>	<sub>INT</sub> +4	+ <u></u>	
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COIN IN HAND STAKE	TING ing CO CO CO CO NOTES Hamlin H Fixate target w Speak to Tea 1/session, fr	RIDE  DMPLETED  22s  22s  Ightower, Pech S  vith successful Ta ammate = +1 save ree hint or 1 AD free	S: CLASS ABILI age unt (p22) e bonus om GM	Language: C	Giant Common D D C LIFEST 2 +1 20s THER OPTIONS NOTES Share AD Reduce ti	Study: Gian Study: The Study: The Study: Hi ////////////////////////////////////	t Lands Realm story COMPLETED
COIN IN HAND STAKE	TING ing CO CO CO CO NOTES Hamlin H Fixate target w Speak to Tea 1/session, fr	RIDE  DMPLETED  22s  ON COMBAT ABILITIES  lightower, Pech S  vith successful Ta ammate = +1 save	S: CLASS ABILI age unt (p22) e bonus om GM	Language: C	Giant Common D D C LIFEST 2 +1 20s THER OPTIONS NOTES Share AD Reduce ti	Study: Gian Study: The Study: Hi YLE LF PRUDENCE _ ONEY SAVED/EARNED _ Size Huge ee ranks in Snea D with teammate	t Lands Realm story COMPLETED

TNCE	7	. 1	0 -2	2		TIVE	+2	2	0		
DEFENSE	TOTAL =	10 + CLASS BONUS	+ + DEX SIZE MOD. MOD.	H	INI	TIATITE	=	CLASS BONUS	DEX MOD.	+ MISC. MOD.	
VITALITY	30 TOTAL	CURRENT	WOUNDS	18 TOTAL CURRENT	BA	SE ATTACKS BASE ATTRIBUTE	MISC.	SA	VING TI	ROWS	TE MISC.
	CR	ITICAL IN	JURIES		UNARMED +3	$= \underline{\frac{2}{2}} + \underline{\frac{1}{1}} +$	MOD.	TYPE TOTA	$\frac{SAV}{2} = \frac{2}{2}$	re MOD. + <u>1</u>	MOD. +
					MELEE +3	= _2 + _1 +	R	EFLEX +2	22	+0	+
					RANGED +2	_ 2 + 0 +		NILL +3	8 = 2	+ 1	+
SUBDUAL			STRESS	CURRENT SHAKEN		e		EAPONS	<	)•	
	CORRENT P	AIIGOED		CORRENT SHAREN		Halberd	+4	1d12+	1 19	L/2	30
		CONDITI	INS		WEAPON 1	TYPE	AP 4, re			17 vs. S	
		UUNDIII			WERT	RNG SHOTS	AF 4, 16		ES/UPGRAD		
							4 +4				12
						Long Sword	<b>) +4</b>	2d6+1	2(		WGT
		SIZE	<u> </u>		WEAPON 2	THL	<sup>m</sup> th	reat 18 v	ν. SΖ ϊ	ip to S	wor
SIZE		FOOTPRIN	Т	REACH		RNG SHOTS		QUALITI	ES/UPGRAD	ES	
Huge		3x3		2							
					WEAPON 3	TYPE	ATK	DMG	THRE	AT SZ/HAND	WGT
GROUND	SPFFD	OTHER S	PFFD TR	AVEL SPEED	WERT	RNG SHOTS		OUALITI	ES/UPGRAD	ES	
BASE		BASE		MPH		Trample I	+4	1d12+			
50 ft		DAJE		5			ATK	DMG	THRE	AT SZ/HAND	WGT
					WEAPON 4		p223	for deta	ils on	Tramplin	ng
		PROFICIEN				RNG SHOTS		QUALITI	ES/UPGRAD	ES	
		rurigien	ILLES				1	ARMOR	(YE)		
PROFICIENT FO			OFICIENT FORTE					AUMON	<b>1</b>		
	<ul><li>UNARM</li><li>BLUNT</li></ul>	ED	o o o o	BOWS BLACK POWDER		Scalemail	3	-2	-1	-5	396
	EDGED			SIEGE WEAPONS	ARMOR	-8		DP	ACP	Ciont	WGT
	HURLED	)			ARM	DISGUISE	Edged 4 RESISTANCES			Giant	
		_									
				CĪ	MBAT ACTIONS						
ACTION	BONUS/MOVE	TIME	EFFECT								
Attack Actions											
Standard Attack	+7	half	1 attack against 1 ta								
Bull Rush * Coup de Grace		full full			Athletics check to push targe or automatic critical hit + sa			ient result; target	becomes spi	awled	
Disarm *		half		Standard Attack to disarm 1							
Feint	_+2_	half	Prestidigitation vs. 1	Notice to render adjacent opp	ponent flat-footed						
Grapple	_+7	full			characters become vulnerab	le and may make additional	Athletics (Str) check	s to gain Grapple	benefits		
Pummel	+7	full		= triple subdual damage		14					
Taunt Threaten	+1	half			t in Close Quarters to attack						
Tire	+3	half half		o inflict 1d6 subdual damag	e to opponent in Close Quar	ters					
Trip *	+0	half		patics to render target spraw							
Initiative Actions				0 1							
Aim		half	(Unmoving target or	uly) +1 with Standard Attack							
Anticipate		half		•	; ); success = dodge bonus to D	efense equal to Wis mod (m	in. +1) for 1 full rou	nd			
Delay		free	-1 Initiative for this	round; max (10 + Init bonus	s) times						
Distract		half			's Initiative by 2d6 for this ro	und only					
Ready		full		ter during this round	11 a 1						
Refresh		1 round	If not attacked, rega	in 1 action die's result in vita	lity or 2 wounds						
Movement Actions	50	1.16		11							
Standard Move Handle item	_ <u>50</u> 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								
Run	200 ft.	full			l armor); become <i>flat-footed</i>						
Total Defense											
Total Defense	50 ft.	full		4 dodge bonus to Def for 1 fu							
* The larger opponent g			1 Standard Move; +4								

	COMBAT ABILITIES: CLASS ABILITIES	5, FEATS, TRICKS, ANI	D OTHER OPTIONS
Imp. Stability	Size G for carrying, Trampling,	NAME Sterner Stuff	Keen damage reduced by 4
	and resist Bull Rush/Trip		
	when standing firmly on the ground		



	CARRYING CAP	ACITY	-			REP	UTATION AND	RENOWN		
LIGHT LOAD to 63	BO HEAVY LOAD (-2 DE	F/PHYSICAL,	1/2 SPEED) 631	1-1890	LEGEND	REPU	TATION	RE	NOWN	
OVERLOADED (-5 DEF/F	PHYSICAL, CAN'T MOVE)	1891+			HEROIC RENOWN		TITLE			
LIFT (2 × HEAVY LOAD, 1		-0	Ceres)		MILITARY RENOW	N	TITLE			
PUSH/DRAG (5 × HEAVY	LOAD, 1/4 SPEED)945	50		D	NOBLE RENOWN		TITLE			
				G	EAR					
Backpack	EFFECT Extra carrying	sz/hand	CONST Soft 2	weight 5	Map, detail	EFFECT	(p158)	sz/hand	CONST Brittle 1	weight .5
Bedroll	Cold Resist 4	 L/-	Soft 1	5	Mirror	eu	(0150)	D/1	Hard 1	
Waterskin	2 quarts		Soft 1	6	Hearty food	(6)	(p165)	T/2	Soft 1	10
	1000 lb capacity	S/2	Soft 2	20			<u> </u>			
Large sack	25 lb max	S/1	Soft 1	1						
Doctor's bag	for Medicine chk	D/2	Soft 1	2						
Cook's kit	for Craft chks	T/2	Hard 2	10						
Sextant	+2 know for nav	F/1	Brittle 1	1	· ·					
Groom case	+1 App bonus	D/1	Brittle 1	2						
					Total End	>		·		501.5
				MO	IUNT					
NAME		SIZE (FOOT	[PRINT]/REACH	(	)/	SPEED		TF	RAVEL	
SKILLS										
QUALITIES										
ATTACKS										
				VEH	HICLE				~	
NAME		SPEED	TR	AVEL	SIZE/DE	F	OCC/LOAD		CONST	
		01222			01111/71					
	CONTACT	1	~				CONTACT	2	~	
	CUNTACT						CONTACT			
	TRUST	SIZE/REAC								
ATTRIBUTES					ATTRIBUTES				REP COST	
	DEF RES	HEALTH					RES	HEALTH	COMI	
QUALITIES					SKILLS QUALITIES					
ATTACKS					ATTACKS					
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		1	~~~					0	~	
	HOLDING		<b>~</b> ~				HOLDING			
NAME	SCALE	GUEST	ΓS/ ΜΑΣ	K	NAME		SCALE	GUESTS	5/ MAX	۲ <u> </u>
UPGRADES					UPGRADES					
			REP. COST						REP. COST	
				MAGIO	CITEMS					
NAME	ITEM L	VL ESSENG	CES			CHARMS				REP COST





# 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 H (3×3, Reach 2); Spd 50 ft. ground; Init +2; Atk +4 (melee and unarmed), +3 (hurled and ranged); Def 12; Res +2 (Reflex), +3 (Fortitude), +3 (Will); Health (Damage save) +9; Comp +6; 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: *AP 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)

		Deal		Devi		4	
Hamlin High		Pech	SPECIALITY	Bard	756	MARCI!	M
Sage 3					f(a)		<b>YUQI7</b>
First CLASS/LEVEL		ND CLASS/LEVEL	THIRD CLA	SS/LEVEL			8 *** U
PLAYER NAME		ENT XP	NEXT LEVE	L		IN DICE	
Male					ACTIU	N DICE 3	DICE DIE TYPE
GENDER AG		HT WEIGHT					<u> </u>
PHYSIC							
ATTRIBUTE NAME SCORE	MODIFIER SCORE	D IMPAIRED ATTRIF MODIFIER NAM	ME SCORE MODIFI			N	
<b>STR</b> <u>12</u>	+1	IN	$I - \frac{14}{-+2}$	-		SAGA.	
STRENGTH	+2	INTELLI	IGENCE				
DEX 14	·	W	12	-	$\approx$		
<b>CON</b> <u>12</u>	+1	CH	A <u>10</u> +0	_			4-2
CONSTITUTION		CHAR	ISMA				MAY
ORIGIN SKILL	SUGGESTED SKILI	L ATTRIBUT		ORIGIN SKILL	SUGGESTED	SKILL ATTRIBUT	MAX RANKS TE MISC. THREAT
SKILL NAME	ATTRIBUTES BONU	L ATTRIBUT JS RANKS MOD.	MOD. RANGE	SKILL NAME	ATTRIBUTES B	$\begin{array}{cccc} \text{SKILL} & \text{AT IRBOT} \\ \text{SONUS} & \text{RANKS} & \text{MOD.} \\ \text{+4} & 2 & 2 \\ \end{array}$	MOD. RANGE
ACROBATICS	DEX	= + _ 6 , 1	+	MEDICINE	1101	$\frac{+4}{+7} = \frac{2}{6} + \frac{2}{1}$	+
ATHLETICS	±2		+	<ul> <li>NOTICE</li> <li>DESCRIPTION</li> </ul>	w13	$\frac{11}{+4} = \frac{3}{2} + \frac{1}{2}$	+
<ul><li>BLEND</li><li>BLUFF</li></ul>	CHA +2		+	<ul><li>PRESTIDIGITATI</li><li>RESOLVE</li></ul>	ON DEA	+2 _ 1 _ 1	+
<ul> <li>CRAFTING *</li> </ul>		_ = +	+	<ul> <li>RIDE *</li> </ul>		+3 _ 1 _ 2	+
<ul> <li>DISGUISE</li> </ul>	<sub>CHA</sub> +1		+	SEARCH		+8 = 6 + 2	+
HAGGLE	wis +6	5 = 5 + 1	+	SENSE MOTIVE		+7 = 6 + 1	+
■ IMPRESS	<sub>СНА</sub> <b>+6</b>	<u>6</u> = <u>6</u> + <u>0</u>	+	SNEAK	DEX	+7 = _5 + _2	+
INTIMIDATE	WIS	= +	+	□ SURVIVAL	WIS	= +	+
□ INVESTIGATE	+7 wis	′_6_1			_	+4 2 2	
		= +	+	TACTICS	INT	<u> </u>	+
		USES	+	□ TACTICS		$\frac{1}{2} = \frac{2}{2} + \frac{2}{2}$	TOTAL 3
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CRAF	FOCU			Language:	INTE	ERESTS 	ch Lands
	FOCU	RI		Language:	INTE	Study: Pe	ch Lands le Realm
	FOCU	RI		Language:	INTE	Study: Pe Study: Th	ch Lands le Realm
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DEFENSE	$\frac{14}{\text{TOTAL}} =$	10 + CLASS BONUS	+ + DEX SIZE MODMOD.	+ MISC. ARMOR MOD. MOD.	IN	ITIATI	VE	TTTTAL =	CLASS BONUS +	DEX MOD.	+ MISC. MOD.	
VITALITY	30	1	WOUNDS	8	В	ASE AT	TACKS		SA	VING THR	lows	
VIIIn	TOTAL O	CURRENT	NUU	TOTAL CURRENT	ATTACK TYPE TOTAI		K MOD.	MISC. MOD.	SAVE TYPE TOTA	-	ATTRIBUTI MOD.	E MISC. MOD.
	CR	ITICAL IN	IURIFS		UNARMED <u>+3</u>		_+_1_+	FO	rtitude <u>+</u> 3		+	+
					MELEE +3	_ = _2_	_+_1_+	R	EFLEX +4		+_2	+
					RANGED +4	2	_+_2_+	+	WILL +3	<u> </u>	+_1_	+
SUBDUAL		ATIGUED	STRESS	CURRENT SHAKEN		e		W	EAPONS		}	* 1 <b>2</b>
						·	Bola	+5	1d6+2		S/1	_2
		CONDITI	ONS		WEAPON 1	20x3	A B SHOTS	ATK		THREAT FINESSE, ES/UPGRADES	<sup>sz/HAND</sup>	WGT
						-	Dagger	+4	1d6+2	19	D/1	2
7		SIZE			WEAPON 2	15x2	TYPE	hleed	, finesse			WGT
SIZE		FOOTPRIN		REACH	WER	RNG	SHOTS	01660	,	S/UPGRADES	5 allac	кј
Small		1x1		1		<u> </u>						
					WEAPON 3		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
GROUND	SPEED	OTHER S		AVEL SPEED		RNG	SHOTS		QUALITI	ES/UPGRADES		
30 ft	t.			3	WEAPON 4		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
					WERI	RNG	SHOTS		QUALITI	ES/UPGRADES		
		PROFICIE	NCIES					1.10	ADMOD	1010		
PROFICIENT FO			OFICIENT FORTE						ARMOR	X		
	<ul><li>UNARM</li><li>BLUNT</li></ul>	ED		BOWS BLACK POWDER		▶ <u> </u>	eather	2	0	0	-5	2.5
	EDGED			SIEGE WEAPONS	ARMOR	+4	TYPE	Fire 5	DP	ACP	SPEED	WGT
	HURLEI	)				DISGUIS	Е	RESISTANCES		U	PGRADES	
				C	IMBAT ACTIONS							
ACTION	BONUS/MOVE	TIME	EFFECT									
Attack Actions Standard Attack		half	1 attack against 1 ta	arget								
Bull Rush *	+7	full		toward 1 opponent; opposed			-		nent result; target	becomes spraw	led	
Coup de Grace Disarm *		full half		arget only) hit = unconscious . Standard Attack to disarm 1		save vs. deatl	h (Fort DC 10 + E	Jamage)				
Feint	+4	half		Notice to render adjacent op	• ·							
Grapple	+7	full	Athletics vs. Athlet	ics to render target <i>held</i> ; both	characters become vulner	<i>rable</i> and may	make additional	Athletics (Str) chec	ks to gain Grapple	benefits		
Pummel		full		it = triple subdual damage								
Taunt Threaten	<u>+7</u> +1	half half		ense Motive to force opponen lve to inflict 1d6 stress damag			ext action					
Tire	+2	half		to inflict 1d6 subdual damag		arcers						
Trip *	+2	half		batics to render target spraw								
Initiative Actions												
Aim		half		only) +1 with Standard Attack								
Anticipate		half		10 + target base attack bonus	•	o Defense equ	al to Wis mod (m	in. +1) for 1 full rou	ınd			
Delay Distract		free half		s round; max (10 + Init bonus se Motive to reduce opponent		round only						
Ready		full		later during this round		1.5una omy						
Refresh		1 round		ain 1 action die's result in vita	lity or 2 wounds							
Movement Actions												
Standard Move	<u>30</u> ft.	half	Move up to Speed									
Handle item	0 ft.	half		up, or manipulate 1 object								
Mount/Dismount Reposition	0 ft. 0 ft.	full half		ained animal or vehicle e, become flat-footed								
Run	ft.	full		straight line (3 × Speed in ful	l armor); become <i>flat-foote</i>	ed						
Total Defense	30 ft.	full		4 dodge bonus to Def for 1 fu								
• The larger opponent g	gains a +4 bonus pe	r category of Siz	ze difference.									
			COMPAT ADU	TIES CIACE ADI	LITIES FEATS	TDICKC						
			GUMBAT ABIL	ITIES: CLASS ABI		TRIGNS,						
NAME	NOTES	5			NAME		NOTE	S				

		COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, ANI	D OTHER OPTIONS	
NAME	NOTES		NAME	NOTES	



	CARRYING CAP	ACITY				REP	UTATION AND	RENOWN		
LIGHT LOAD to 5	HEAVY LOAD (-2 DEF		1/2 SPEED) 51	1-150	LEGEND	REPU	TATION	RE	NOWN	
OVERLOADED (-5 DEF/P	HYSICAL, CAN'T MOVE)	150+			HEROIC RENOWN	1	TITLE			
LIFT (2 × HEAVY LOAD, 1		_	Sec		MILITARY RENOW	//N	TITLE			
PUSH/DRAG (5 × HEAVY	LOAD, 1/4 SPEED)750	)		D	NOBLE RENOWN		TITLE			
				G	EAR					
NAME Backpack	EFFECT Extra carrying	sz/hand <b>T/-</b>	CONST Soft 2	weight 5	Map, detai	EFFECT	(p158)	sz/hand	CONST Brittle 1	weight .5
Bedroll	Cold Resist 4	 T/-	Soft 1	5	Mirror		(p150)	D/1	Hard 1	
Waterskin	2 quarts	 T/1	Soft 1	6						
	1000 lb capacity	S/2	Soft 2	10						
Large sack	25 lb max	S/1	Soft 1	1						
Doctor's bag	for Medicine chk	D/2	Soft 1	2						
Mapping kit	for Craft chks	D/2	Brittle 1	2						
Sextant	+2 know to nav	F/1	Brittle 1	1						
Groom case	+1 App bonus	D/1	Brittle 1	2	·					
					Total En	<u>с                                    </u>				42
				MO	UNT					
NAME		SIZE (FOOT	PRINT)/REACH	(	)/	SPEED		TR	AVEL	
SKILLS										
QUALITIES										
ATTACKS										
				VEH	HICLE					
NAME		SPEED	TR			EF	OCC/LOAD		CONST	
QUALITIES		51 EED	110	AVEL		LI	_ 0000/10/10			
			~~~				OONTLOT (			
	CONTACT						CONTACT 2			
NAME	TRUST	SIZE/REAC		FD			TRUST			D
ATTRIBUTES			H SPE		NAME			_ SIZE/REACH	H SPEH	.D
INIT ATK			REP COST	r	ATTRIBUTES				REP COST	
	DEF RES		REP COST	Г Р	ATTRIBUTES	( DEF_			REP COST	
SKILLS	DEF RES		REP COST	Г Р	ATTRIBUTES INIT ATH SKILLS	< DEF _			REP COST	
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QUALITIES	DEF RES		REP COST	Г Р	ATTRIBUTES INIT ATF SKILLS QUALITIES ATTACKS	< DEF _			REP COST	
QUALITIES		HEALTH	REP COST	Г Р	ATTRIBUTES INIT ATH SKILLS QUALITIES	< DEF _	RES	HEALTH_	REP COST	
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QUALITIES ATTACKS GEAR NAME UPGRADES	HOLDING 1	HEALTH	REP COST	r P 	ATTRIBUTES INIT ATF SKILLS QUALITIES ATTACKS GEAR NAME UPGRADES	< DEF	RES HOLDING 2	HEALTH_	REP COST COMP 	





## 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				<u></u>	ECIALITY	Ranger	5	anta	<u>en R</u>	M
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Fantasy Craft	lconic						_		•	
player name Male		CURRENT XP		NI	EXT LEVEL		ACT	ION DICE	3	d4
GENDER AC		HEIGHT	WEIGHT	EY		HAIR			STARTING DICE	DIE TYPE
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<b>DEX</b> <u>14</u>	+2		WIS	12	+1			P		210
CON 15	+2		- CHA	10	+0		i illatta		SP.	Ser
CONSTITUTION			CHARISMA				111/1/1	11.17.771 <i>0</i> 1.3 <b></b>		
ORIGIN SKILL	SUGGESTED	SKILL	ATTRIBUTE	AISC. TI	SKILL HREAT C	S DRIGIN SKILL	SUGGESTED	SKILL	ATTRIBUTE	AX NKS MISC. THREAT
SKILL NAME	ATTRIBUTES	BONUS RAI	NKS MOD. 1	MOD. R	ANGE S	KILL NAME	ATTRIBUTES	+3 = 3	s MOD.	MOD. RANGE
<ul><li>ACROBATICS</li><li>ATHLETICS</li></ul>	DEX STR	=	<u>-</u> + <u>-</u> + _ 3 , 1 ,			<ul><li>MEDICINE</li><li>NOTICE</li></ul>	INT WIS	$\frac{+6}{+6} = \frac{-5}{5}$	- + <u> </u>	
<ul><li>BLEND</li></ul>	CHA	+2 _ 2	$\frac{1}{2}$ $\frac{1}$			<ul> <li>PRESTIDIGITAT</li> </ul>		=	- * * _ + +	
<ul> <li>BLUFF</li> </ul>	CHA					<ul> <li>RESOLVE</li> </ul>	CON	+4 2		
<ul> <li>CRAFTING *</li> </ul>	INT	+1	<u> </u>			<ul> <li>RIDE *</li> </ul>	DEX	+3 = 1	+ +	
<ul> <li>DISGUISE</li> </ul>	CHA		· · _			□ SEARCH	INT		-··-	
□ HAGGLE	WIS		+ +			SENSE MOTIVE			+ +	
□ IMPRESS	СНА		+ +			□ SNEAK	DEX	+7 _ 5	<u>2</u>	
■ INTIMIDATE	WIS	+5 = 4	4 + 1 +			SURVIVAL	WIS	+4 _ 3		
□ INVESTIGATE	WIS	=	+ + _			□ TACTICS	INT	_+4 4	_ + _0 _ + _	
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CRAF	TING		RIDE			Language: (	Common	St	udy: The R	Realm
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		NON C	OMBAT ABILIT	FS: CI A	SS ARILI	TIES, FEATS, AND (	THER OPTIO	INS		
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CONDITIONS       Table of the construction of	2000	CURRENT I	FATIGUED	31112	CURRENT SHAKEN		D	adder	-		19	D/1	2
SIZE       The Threefang       +5       106+2       20       T/1       1         SIZE       FRUTPRI       ELAR         Medium       1x1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       1       <			CONDITI	ONS		WEAPON 1		TYPE	ATK	, hurl (+7	atk, 1d	<sup>SZ/HAND</sup> 6+2 dm	g)
SIZE     Data Transport     Data Transport <th< td=""><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>T/1</td><td>1</td></th<>												T/1	1
SIZE     MOTIFAINT     REGRI       Medium     1x1     1       Recordium     1x1     1       Recordium     1x1     1       BASE     BASE     BASE       Sol ft.     3       PROFICIENT FORTE     PROFICIENT FORTE			SI7E			WEADON 2		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
CROUND SPEED       OTHER SPEED       TRAVEL SPEED         MASE       BASE       MPI       Construction       Constr	SIZE				REACH	WEAT			keen 4			ee Priz	es)
INDUM	Medium	n	1x1		1								
INDUM						WEAPON 3	60x6		ATK			SZ/HAND	WGT
30 ft.       3         TYPE       ATK       DMG       TURLAT       SERIAND       WEER         ROFFICIENCES         ROFFICIENCES         NOTICIENCES         COMBAT ACTIONS         NOTICIENCES         COMBAT ACTIONS         NOTICIENCES         COMBAT ACTIONS         STATUS         STATUS         NOTICIENCES         COMBAT ACTIONS         STATUS         STATUS         STATUS         STATUS         STATUS         STATUS         STATUS         STATUS         STATUS <tr< td=""><td></td><td>SPEED</td><td></td><td></td><td></td><td></td><td>RNG</td><td>SHOTS</td><td></td><td>QUALITI</td><td>IES/UPGRADES</td><td></td><td></td></tr<>		SPEED					RNG	SHOTS		QUALITI	IES/UPGRADES		
NOT       QUALITISAURADE         PROFICIENT FORTE         PROFICIENT FORTE <td></td> <td>t.</td> <td>RA2F</td> <td></td> <td></td> <td>WEADON 4</td> <td></td> <td>TYPE</td> <td>ATK</td> <td>DMG</td> <td>THREAT</td> <td>SZ/HAND</td> <td>WGT</td>		t.	RA2F			WEADON 4		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
ROFICIENT       FORT       PROFICIENT       FORT         BLUNT       BUNT       BLOCK POWDER       Image: Comparison of the standard tt						WERT	RNG	SHOTS		QUALITI	IES/UPGRADES		
ALTION IN FORTE       FIGUREENT FORTE         BUUNT       BUUNT       BUUNT         BEDGED       BEDGED         BEDGED       BEDGE BUNCE         BUUNT       BEDGE BUNCE         HURLED       BEDGE BUNCE         BUUNT       BEDGE BUNCE         HURLED       BEDGE BUNCE         BUUNT       BUNCE         BUUNT       BUNCE         HURLED       BEDGE BUNCE         BUNCE       FIGURE BUNCE			PROFICIE	NCIES							198		
BLUNT       BLUNT       BLUNT       BLACK POWDER       Image: Comparing the power of the power									, s	ANMON			
HURLED       Discuss       RESISTANCES       UPGRADES         ACTOM       BONUS/MOVE       THE       FFECT       Standard Attack       Image: Standard Attack       Standard Attack       Standard Attack       Image: Standard Attack       Standard Attack vs. Standard Attack to disarm 1 target In Close Quarters       Standard Attack       Standard Attack vs. Standard Attack vs. Standard Attack to disarm 1 target In Close Quarters       Standard Attack       Standard Attack vs. Standard Attack to disarm 1 target In Close Quarters       Standard Attack vs. Standard Attack vs. Standard Attack vs. Standard Attack to Glose Quarters       Standard Attack vs. Standard Attack to disarm 1 target In Close Quarters       Standard Attack       Standard Attack vs. Standard Attack to Glose Quarters       Standard Attack vs. StandA		BLUNT		0 0	BLACK POWDER		N				ACP	SPEED	WGT
ACION         BMUS/ADVE         TME         FFECT           Standard Attack         haff         1 attack against 1 target           Ball Ruhs <sup>4</sup> 44         full         hardse against 1 target           Ball Ruhs <sup>4</sup> 44         full         hardse against 1 target           Ball Ruhs <sup>4</sup> 44         full         hardse against 1 target           Cop de Grace         full         (Helples adjacent target only) hit = unconscious or automatic critical hit + sax vs. death (Fort DC 10 + Damage)           Daarm <sup>8</sup> haff         Perstidigations vs. Notice corregate adjacent opponent fuel footad           Grapple         44         full         Attack to its runget hold both characters become vulnerable and may make additional Atthetics (Str) checks to gain Grapple benefits           Pummed         full         Unarrow datatick thin = righe should admage           Taunt         41         haff         Sense Motive to force opponent in Close Quarters           Tire         44         haff         Resolve vs. Resolve to infit 1 dis stass damage to opponent in Close Quarters           Tire         44         haff         Resolve vs. Resolve to infit 1 dis stass damage to opponent in Close Quarters           Tire         44         haff         Sense Motive (DC 10 + target base attack homulp succces = dodge bonn to Defense equal to Win mext action			0	• •	SIEGE WEAPONS	ARMUN	DISCUISE		DECICTANCES				
Action         BMK/MOVE         THE         FFEET           Standard Attack         -         half         I attack against I arget           Bull Rush         -         half         I attack against I arget           Bull Rush         -         full         More up to Speed toward I opponent: opposed Athletics check to push target 1 square +1 additional square per 4 over opponent result; target becomes apmanled           Coup de Grace         -         full         ( <i>Ulefpless</i> adjacent target only) hit = unconscious or automatic critical hit + save so, denh (Fort DC 10 + Damage)           Disarn*         -         half         Standard Attack v. Standard Attack to Standard Attack of Standard Attack on Standor Attack On Standard Attack On Standard Attack On Standard At													
Shadrad Attack       half       l attack against 1 target         Bull Ruh *       -4       full       Move up to Speed toward 1 opponent; opposed Athletis check to push target 1 square +1 additional square per 4 over opponent result; target becomes <i>sprawled</i> Coup de Grace       -       full       (Helps adjacent target only) ht = unconscious or automatic critical hit + see vs. death (Fort DC 10 + Damage)         Disarm *       -       half       Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters         Grapple       44       full       Melicit vs. Nubice to render adjacent opponent/ <i>Ilat-footad</i> Grapple       44       full       Unarmed attack: hit = triple subdual damage         Punnel       -       full       Unarmed attack: hit = triple subdual damage to opponent in Close Quarters to attack you with next action         Threaten       45       half       Institude vs. Sense Motive to force opponent in Close Quarters to attack you with next action         Threaten       45       half       Knoite vs. Sense Motive to force opponent in Close Quarters to attack you with next action         Threaten       45       half       Resolve vs. Sense Motive to force opponent in Close Quarters         Threaten       45       half       Acobatics vs. Acrobatics to render target sprawled         Atticate       half       Acobatics vs. Acrobatics to render tagale net doug b					0	MOAT ACTIONS						PGRADES	
Ball Rush*       44       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       (Hdp/jess adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)         Disarm *        half       Standard Attack vs. Standard Attack of Standard Standard Diagend Standard Parket of Standard Parket opponent in Close Quarters to attack you with next action         Turet       +1       half       Intimidare vs. Resolve to inflic1 1d Standard Attack of Standard Opponent in Close Quarters <i>tritative Actions</i> +1       half       Resolve to redot adgage to adjacent opponent in Close Quarters <i>tritative Actions</i> +1       half       Resolve to inflic1 1d Standard Attack of Standard Attack of Standard Parket of Standard Park	ACTION	BONUS/MOVE	TIME	EFFECT	C	MBAT ACTIONS						PGRADES	
Disam*Image: A standard Attack vs. Stand	ttack Actions	BONUS/MOVE				MBAT ACTIONS						PGRADES	
Feint $\frac{+2}{4}$ halfPrestidigitation vs. Notice to render adjacent opponent flat-footedGrapple $\frac{+4}{4}$ fullAthletics vs. Athletics to render target helf, botch characters become vulnenable and may make additional Athletics (Str) checks to gain Grapple benefitsPunmedfullUnarmed attack: hit = triple subdual damageTaunt $\frac{+1}{4}$ halfSense Motive vs. Sense Motive to force opponent in Close Quarters to tack you with next actionThreaten $\frac{+5}{4}$ halfResolve to inflict 1d6 stress damage to opponent in Close QuartersTire $\frac{+4}{4}$ halfResolve to inflict 1d6 stress damage to adjacent opponenttripts $\frac{+5}{45}$ halfCrobatics vs. Acrobatics to render target panwledHermited the set of the set opponent in Close QuartersIntimidate vs. Resolve to inflict 1d6 stress damage to adjacent opponentTitys * $\frac{+5}{45}$ halfResolve vs. Resolve to inflict 1d6 stress damage to adjacent opponentIntimidate vs. Resolve to inflict 1d6 stress damage to adjacent opponentAtterity vs. Resolve to inflict 1d6 stress damage to adjacent opponentIntimidate vs. Resolve to inflict 1d6 stress damage to adjacent opponentIntimidate vs. Resolve to inflict 1d6 stress damage to adjacent opponentAtter vs. Resolve to inflict 1d6 stress damage to adjacent opponentIntimidate vs. Resolve to inflict 1d6 stress damage to adjacent opponentIntimidate vs. Resolve to inflict 1d6 stress damage to adjacent opponent	ttack Actions Standard Attack		half full	1 attack against 1 ta Move up to Speed t	rget oward 1 opponent; opposed .	Athletics check to push targ	-	-		onent result; target			
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InInInPummelfullUnarmed attack: hit = triple subdual damageTaunt $\pm 1$ halfSense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next actionThreaten $\pm 5$ halfIntimidate vs. Resolve to inflict 1d6 sucs damage to opponent in Close QuartersTire $\pm 4$ halfResolve vs. Resolve to inflict 1d6 sucs damage to opponent in Close QuartersTirp * $\pm 5$ halfAcrobatics vs. Acrobatics to render target <i>sprawledititative Actions</i> Acrobatics vs. Acrobatics to render target <i>sprawled</i> Minhalf(Unmoving target only) +1 with Standard AttackAnticipatehalf(Unmoving target only) +1 with Standard AttackAnticipatehalfSense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full roundDelayfree-1 Initiative for this round; max (10 + Init bonus) timesDistracthalfBluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round onlyReadyI roundI fnot attacked, regain 1 action die's result in vitality or 2 wounds <i>Inventent Actions</i> I roundI fnot attacked, regain 1 action die's result in vitality or 2 wounds <i>Internet Actions</i> 30ft.halfMount/Dismountoft.halfDraw, sheath, pick up, or manipulate 1 objectMount/Dismountft.halfStand or drop prove, boccme [at-footed]Repositionft.halfStand or drop prove, boccme [at-footed]Reno <td< td=""><td>ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm *</td><td>+4</td><td>half full full half</td><td>1 attack against 1 ta Move up to Speed t (<i>Helpless</i> adjacent t Standard Attack vs.</td><td>arget oward 1 opponent; opposed . arget only) hit = unconscious Standard Attack to disarm 1</td><td>Athletics check to push targ or automatic critical hit + s target in Close Quarters</td><td>-</td><td>-</td><td></td><td>onent result; target</td><td></td><td></td><td></td></td<>	ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm *	+4	half full full half	1 attack against 1 ta Move up to Speed t ( <i>Helpless</i> adjacent t Standard Attack vs.	arget oward 1 opponent; opposed . arget only) hit = unconscious Standard Attack to disarm 1	Athletics check to push targ or automatic critical hit + s target in Close Quarters	-	-		onent result; target			
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Threaten       +5       half       Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters         Tire       +4       half       Resolve vs. Resolve to inflict 1d6 stress damage to adjacent opponent         Trip *       +5       half       Acrobatics vs. Acrobatics to render target sprawled         initiative Actions	ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple	+4	half full full half full	1 attack against 1 ta Move up to Speed t ( <i>Helpless</i> adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athlet	irget oward 1 opponent; opposed. arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj ics to render target <i>held</i> ; both	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i>	ave vs. death (	Fort DC 10 + Da	image)		: becomes sprawl		
Trip*       +5       half       Acrobatics vs. Acrobatics to render target sprawled         Airmond Y	ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel	+4 	half full full half full full	1 attack against 1 ta Move up to Speed t ( <i>Helpless</i> adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athlet Unarmed attack: hi	irget oward 1 opponent; opposed arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp ics to render adjacent <i>eld</i> ; both t = triple subdual damage	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> c haracters become <i>vulnera</i>	ave vs. death ( and may m	Fort DC 10 + Da	image)		: becomes sprawl		
initial interval       Interval         initial interval       half       (Unnoving target only) + 1 with Standard Attack         Anincipate       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       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         Inventent Actions	ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt	+4 +2 +4 +1 +5	half full full half full full half	1 attack against 1 ta Move up to Speed t ( <i>Helpless</i> adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athlet Unarmed attack: hi Sense Motive vs. Se	irget oward 1 opponent; opposed a arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp ics to render target <i>held</i> , both t = triple subdual damage mse Motive to force opponen	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulnera</i> t in Close Quarters to attack	ave vs. death ( <i>ble</i> and may m	Fort DC 10 + Da	image)		: becomes sprawl		
Aimhalf(Unmoving target only) +1 with Standard AttackAnticipatehalfSense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full roundDelayfree-1 initiative for this round; max (10 + Init bonus) timeDistracthalfBluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round onlyReadyfull1 half action taken later during this roundRefresh1 roundIf not attacked, regain 1 action die's result in vitality or 2 woundsforement ActionsVorement ActionsNow on 50 feed in any directionMount/Dismount0 ft.halfMount/Dismount0 ft.halfStandard OxoStand or dor porose, become flat-footedReposition0 ft.halfMount/DismountforfullAnnStand or dor porose, become flat-footedReposition0 ft.halfMount10 ft.fullMount10 ft.fullMount10 ft.KandMount10 ft.KandMount10 ft.Kand or dor porose, become flat-footedReposition0 ft.halfKand or dor spreade in full armory; become flat-footedRend120 ft.fullMove 4 x Speed in straight line (3 x Speed in full armory; become flat-footed	ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire	+4 +2 +4 	half full full half full full full half half half	l attack against l ta Move up to Speed t ( <i>Helpless</i> adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athlet Unarmed attack: hi Sense Motive vs. Se Intimidate vs. Resol	arget oward 1 opponent; opposed. arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj ics to render target <i>held</i> ; both t = triple subdual damage mse Motive to force opponen twe to inflict 1d6 stress damag to inflict 1d6 subdual damage	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent	ave vs. death ( <i>ble</i> and may m	Fort DC 10 + Da	image)		: becomes sprawl		
Aimhalf(Unmoving target only) + 1 with Standard AttackAnticipatehalfSense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full roundDelayfree-1 Initiative for this round; max (10 + 1nit bonus) timeDistracthalfBluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round onlyReadyfullI half action taken later during this roundRerefsh1 roundIf not attacked, regain 1 action die's result in vitality or 2 woundsIovenent Actions	ttack Actions Standard Attack Bull Rush * Coup de Gracee Disarm * Feint Grapple Pummel Taunt Threaten Tire	+4 +2 +4 	half full full half full full full half half half	l attack against l ta Move up to Speed t ( <i>Helpless</i> adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athlet Unarmed attack: hi Sense Motive vs. Se Intimidate vs. Resol	arget oward 1 opponent; opposed. arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj ics to render target <i>held</i> ; both t = triple subdual damage mse Motive to force opponen twe to inflict 1d6 stress damag to inflict 1d6 subdual damage	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent	ave vs. death ( <i>ble</i> and may m	Fort DC 10 + Da	image)		: becomes sprawl		
Anticipate       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       half       Bidf (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only         Ready       full       I half action taken later during this round         Refresh       1 round       I not attacked, regain 1 action die's result in vitality or 2 wounds         Forement Actions	ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip *	+4 +2 +4 	half full full half full full full half half half	l attack against l ta Move up to Speed t ( <i>Helpless</i> adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athlet Unarmed attack: hi Sense Motive vs. Se Intimidate vs. Resol	arget oward 1 opponent; opposed. arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj ics to render target <i>held</i> ; both t = triple subdual damage mse Motive to force opponen twe to inflict 1d6 stress damag to inflict 1d6 subdual damage	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent	ave vs. death ( <i>ble</i> and may m	Fort DC 10 + Da	image)		: becomes sprawl		
Distract     half     Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only       Redy     full     1 half action taken later during this round       Refresh     l round     I for attacked, regain 1 action die's result in vitality or 2 wounds       Iorement Actions     Sense of the post of the	ttack Actions Standard Attack Bull Rush * Coup de Gracee Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * ititative Actions	+4 +2 +4 	half full full half full half half half half half	l attack against l ta Move up to Speed t ( <i>Helpless</i> adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athlet Unarmed attack: hi Sense Motive vs. Se Intimidate vs. Resol Resolve vs. Resolve Acrobatics vs. Acro	arget oward 1 opponent; opposed, arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj cis to render target <i>held</i> ; both t = triple subdual damage mse Motive to force opponen twe to inflict 1d6 stress damag to inflict 1d6 subdual damag batics to render target <i>spraw</i> .	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attacl ge to opponent in Close Qua e to adjacent opponent <i>led</i>	ave vs. death ( <i>ble</i> and may m	Fort DC 10 + Da	image)		: becomes sprawl		
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       Inverse     Inverse     Inverse       Standard Move     30 ft.     half     Move up to Speed in any direction       Handle item     0 ft.     half     Move up to Speed in any direction       Mount/Dismount     0 ft.     half     Prepare to ride 1 trained animal or vehicle       Reposition     0 ft.     half     Stand or drop prone, beccom flat-footed       Run     120 ft.     full     Move 4 x Speed in straight line (3 x Speed in full armor); beccom flat-footed	ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * Childitive Actions Aim Anticipate	+4 +2 +4 	half full full half full full half half half half half	l attack against l ta Move up to Speed I ( <i>Helpless</i> adjacent I Standard Attack vs. Prestidigitation vs. Athletics vs. Athleti Unarmed attack: hi Sense Motive vs. See Intimidate vs. Resolve Acrobatics vs. Acroo (Unmoving target c Sense Motive (DC 1	irget oward 1 opponent; opposed arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp cs to render target <i>held</i> ; both t = triple subdual damage mse Motive to force opponen fwe to inflict 1d6 stress damag to inflict 1d6 stress damag batics to render target <i>spraw</i> . mly) +1 with Standard Attack 10 + target base attack bonus;	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent/ <i>flat-footed</i> characters become vulnera t in Close Quarters to attacl ge to opponent in Close Qua e to adjacent opponent <i>led</i> ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ; ;	ave vs. death ( <i>ble</i> and may m k you with nex urters	Fort DC 10 + Da	mage) thletics (Str) chec	ks to gain Grapple	: becomes sprawl		
Refresh     1 round     If not attacked, regain 1 action die's result in vitality or 2 wounds       Internet Actions     Standard Move     30     f.     half     Move up to Speed in any direction       Standard Move     30     f.     half     Move up to Speed in any direction       Handle item     0 ft.     half     Draw, sheath, pick up, or manipulate lobject       Mount/Dismount     0 ft.     full     Prepare to ride 1 trained animal or vehicle       Reposition     0 ft.     half     Stand or drop prove, beccome flat-footed       Run     120 ft.     full     Move 4 × Speed in straight line (3 × Speed in full armor); become flat-footed	ttack Actions Standard Attack Bull Rush * Coupt de Grace Disarm * Feint Grapple Pummel Tunnt Threaten Trip * Crip * Aim Anticipate Delay	+4 +2 +4 	half full full half full full half half half half half half half ha	1 attack against 1 tt Move up to Speed ti ( <i>Helpless</i> adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athlet Unarmed attack: hi Sense Motive vs. Se Intimidate vs. Resolve Acrobatics vs. Acro (Unmoving target c Sense Motive (DC – 1 Initiative for this	riget oward 1 opponent; opposed. arget only) hit = unconscious Standard Attack to disarm 1 Notice to render target <i>held</i> , both t = triple subdual damage nese Motive to force opponen to inflict 1d6 subdual damage batics to render target <i>spraw</i> huly) +1 with Standard Attack 10 + target base attack bonus; s round; max (10 + Init bonus	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulnera</i> t in Close Quarters to attacl to opponent in Close Qua t to adjacent opponent <i>led</i> ; ; success = dodge bonus to c) times	ave vs. death ( <i>ble</i> and may m k you with nex rrters Defense equal	Fort DC 10 + Da	mage) thletics (Str) chec	ks to gain Grapple	: becomes sprawl		
Atoment Actions         Standard Move       30 ft.       half       Move up to Speed in any direction         Handle item       0 ft.       half       Draw, sheath, pick up, or manipulate 1 object         Mount/Dismount       0 ft.       full       Prepare to ride 1 trained animal or vehicle         Reposition       0 ft.       half       Stand or drop <i>prone</i> , become <i>flat-footed</i> Run       120 ft.       full       Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>	ttack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * witiative Actions Anincipate Delay Distract	+4 +2 +4 	half full full half full half half half half half half half ha	1 attack against 1 tt Move up to Speed ti (Helpless adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athlet Unarmed attack: hi Sense Motive vs. Se Intimidate vs. Resolve Acrobatics vs. Acro (Unmoving target c Sense Motive (DC - 1 Initiative for thi Bluff (Dex) vs. Sens	arget oward 1 opponent; opposed, arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj ics to render target <i>held</i> ; both t = triple subdual damage mse Motive to force opponen tve to inflict 1d6 stress damage to inflict 1d6 subdual damage batics to render target <i>spraw</i> mly) +1 with Standard Attack 10 + target base attack bonus; s round; max (10 + 1nit bonus e Motive to reduce opponent	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> i characters become <i>vulnera</i> t in Close Quarters to attacl to opponent in Close Qua t to adjacent opponent <i>led</i> ; ; success = dodge bonus to c) times	ave vs. death ( <i>ble</i> and may m k you with nex rrters Defense equal	Fort DC 10 + Da	mage) thletics (Str) chec	ks to gain Grapple	: becomes sprawl		
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 × Speed in straight line (3 × Speed in full armor); become flat-footed	ttack Actions Standard Attack Bull Rush * Coup de Gracee Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * ditiative Actions Anticipate Delay Distract Ready	+4 +2 +4 	half full full half full half half half half half half half ha	l attack against 1 ta Move up to Speed ti (Helpless adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athlet Unarmed attack: hi Sense Motive vs. Se Intimidate vs. Resolve Acrobatics vs. Acroo (Unmoving target c Sense Motive (DC -1 Initiative for thi Bluff (Dex) vs. Sens 1 half action taken	arget oward 1 opponent; opposed, arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj ics to render target <i>held</i> ; both t = triple subdual damage mse Motive to force opponen two to inflict 166 stress damag to inflict 166 subdual damage batics to render target <i>spraws</i> nhly) +1 with Standard Attack 0.0 + target base attack bonus; s round; max (10 + Init bonus e Motive to reduce opponent later during this round	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attacl ge to opponent in Close Qua e to adjacent opponent led ); success = dodge bonus to s) times 's initiative by 2d6 for this r	ave vs. death ( <i>ble</i> and may m k you with nex rrters Defense equal	Fort DC 10 + Da	mage) thletics (Str) chec	ks to gain Grapple	: becomes sprawl		
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 × Speed in straight line (3 × Speed in full armor); become flat-footed	ttack Actions Standard Attack Bull Rush * Coup de Gracee Joisarm * Feint Grapple Pummel Taunt Threaten Tire Trip * witiative Actions Anticipate Delay Distract Ready Refresh	+4 +2 +4 	half full full half full half half half half half half half ha	l attack against 1 ta Move up to Speed ti (Helpless adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athlet Unarmed attack: hi Sense Motive vs. Se Intimidate vs. Resolve Acrobatics vs. Acroo (Unmoving target c Sense Motive (DC -1 Initiative for thi Bluff (Dex) vs. Sens 1 half action taken	arget oward 1 opponent; opposed, arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj ics to render target <i>held</i> ; both t = triple subdual damage mse Motive to force opponen two to inflict 166 stress damag to inflict 166 subdual damage batics to render target <i>spraws</i> nhly) +1 with Standard Attack 0.0 + target base attack bonus; s round; max (10 + Init bonus e Motive to reduce opponent later during this round	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attacl ge to opponent in Close Qua e to adjacent opponent led ); success = dodge bonus to s) times 's initiative by 2d6 for this r	ave vs. death ( <i>ble</i> and may m k you with nex rrters Defense equal	Fort DC 10 + Da	mage) thletics (Str) chec	ks to gain Grapple	: becomes sprawl		
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 × Speed in straight line (3 × Speed in full armor); become flat-footed	ttack Actions Standard Attack Bull Rush * Coup de Gracee Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * ntitative Actions Anticipate Delay Distract Ready Refresh	+4 +2 +4 +1 +5 +4 +5	half full full half full half half half half half half free half free half free	l attack against 1 ta Move up to Speed t ( <i>Helpless</i> adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athlet Unarmed attack: hi Sense Motive vs. Se Intimidate vs. Resolve Acrobatics vs. Acroo (Unmoving target c Sense Motive (DC -1 Initiative for thi Bluff (Dex) vs. Sens 1 half action taken If not attacked, rega	arget oward 1 opponent; opposed, arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj ics to render target <i>held</i> ; both t = triple subdual damage mse Motive to force opponen two to inflict 166 stress damag to inflict 166 subsdual damage batics to render target <i>spraws</i> subsdue to the subsdue target <i>spraws</i> analy) +1 with Standard Attack 0.0 t target base attack bonus, s round; max (10 + 1nit bonus e Motive to reduce opponent later during this round in 1 action die's result in vita	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attacl ge to opponent in Close Qua e to adjacent opponent led ); success = dodge bonus to s) times 's initiative by 2d6 for this r	ave vs. death ( <i>ble</i> and may m k you with nex rrters Defense equal	Fort DC 10 + Da	mage) thletics (Str) chec	ks to gain Grapple	: becomes sprawl		
Reposition         0 ft.         half         Stand or drop prone, become flat-footed           Run         120         ft.         full         Move 4 × Speed in straight line (3 × Speed in full armor); become flat-footed	Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Pummel Taunt Threaten Tire Trip * mitiative Actions Aim Anticipate Delay Distract Reeady Refresh Standard Move	   	half full full half full full half half half half full free half full 1 round	1 attack against 1 tt Move up to Speed ti ( <i>Helpless</i> adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athletics vs. Actor Resolve vs. Resolve Acrobatics vs. Accor (Unmoving target c Sense Motive (DC –1 Initiative for thi Bluff (Dex) vs. Sens 1 half action taken i If not attacked, rege	inget oward 1 opponent; opposed, arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj ics to render target <i>held</i> ; both t = triple subdual damage nse Motive to force opponen lve to inflict 1d6 subdual damage batics to render target <i>spraw</i> mly) +1 with Standard Attack 10 + target base attack bonus; s round; max (10 + Init bonus e Motive to reduce opponent later during this round in 1 action die's result in vita n any direction	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attacl ge to opponent in Close Qua e to adjacent opponent led ); success = dodge bonus to s) times 's initiative by 2d6 for this r	ave vs. death ( <i>ble</i> and may m k you with nex rrters Defense equal	Fort DC 10 + Da	mage) thletics (Str) chec	ks to gain Grapple	: becomes sprawl		
Run         120         ft.         full         Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>	Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple Pummel Taunt Threaten Tire Trip * Mittack Actions Aim Anticipate Delay Distract Ready Refresh Kandard Move Handle item	  	half full full half full full half half half half half half free half free half full 1 round	1 attack against 1 tt Move up to Speed ft <i>(Helpless</i> adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athletic Unarmed attack: hi Sense Motive vs. Se Intimidate vs. Resolve Acrobatics vs. Acro (Unmoving target c Sense Motive (DC -1 Initiative for thi Bluff (Dex) vs. Sens 1 half action taken If not attacked, regi Move up to Speed i Draw, sheath, pick u	arget oward 1 opponent; opposed. arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp ics to render target <i>held</i> , both t = triple subdual damage mes Motive to force opponen twe to inflict 1d6 stress damage to inflict 1d6 subdual damage batics to render target <i>spraws</i> batics to render target <i>spraws</i> only) +1 with Standard Attack 10 + target base attack bonus s round; max (10 + Init bonus e Motive to reduce opponent later during this round in 1 action die's result in vita n any direction ap, or manipulate 1 object	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attacl ge to opponent in Close Qua e to adjacent opponent led ); success = dodge bonus to s) times 's initiative by 2d6 for this r	ave vs. death ( <i>ble</i> and may m k you with nex rrters Defense equal	Fort DC 10 + Da	mage) thletics (Str) chec	ks to gain Grapple	: becomes sprawl		
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	ttack Actions Standard Attack Pull Rush * Coup de Gracee Disarm * Feint Grapple Punnel Taunt Threaten Tire Trip * Trip * Tritative Actions Anticipate Delay Distract Ready Refresh Standard Movee Handle item Mount/Dismount Reposition		half full full half full half half half half half full 1 round half full 1 round	1 attack against 1 tt Move up to Speed tt ( <i>Helpless</i> adjacent tt Standard Attack vs. Prestidigitation vs. Athletics vs. Athletic Unarmed attack: hi Sense Motive vs. Se Intimidate vs. Resolve Acrobatics vs. Acroo (Unmoving target c Sense Motive (DC -1 Initiative for thi Bluff (Dex) vs. Sens 1 half action taken If not attacked, rego Move up to Speed i Draw, sheath, pick d Prepare to ride 1 tr Stand or drop <i>prom</i>	arget oward 1 opponent; opposed, arget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opj cis to render target <i>held</i> ; both t = triple subdual damage mse Motive to force opponen twe to inflict 1d6 stress damage to inflict 1d6 subdual damage batics to render target <i>spraw</i> . huly) +1 with Standard Attack 10 + target base attack bonus; s round; max (10 + 1nit bonus e Motive to reduce opponent later during this round ain 1 action die's result in vita n any direction ap, or manipulate 1 object ained animal or vehicle e, become <i>flat-footed</i>	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> t in Close Quarters to attacl ge to opponent in Close Qua e to adjacent opponent <i>led</i> : ); success = dodge bonus to ;) times 's initiative by 2d6 for this re lity or 2 wounds	ave vs. death ( <i>ble</i> and may m k you with nex rtters	Fort DC 10 + Da	mage) thletics (Str) chec	ks to gain Grapple	: becomes sprawl		

	COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, AND	OTHER OPTIONS
Thick hide	DR 2 when unarmored	Rough Living	+2 on saves vs. environmental effects
Unbreakable	attribute impairment decreases by 1	Battlefield Trick	w/Ambush, give Cheap Shot (p108)
Favored foes	+2 threat vs. Animals/Beasts	Night Fighting	unless Deaf, ignore Blind within 20 ft.
		Darkvision I	ignore penalties for faint and dim light
		Hurled Basics	Feat (p92)
		Ghost Basics	Feat (p95)



	CARRYING CAP	ACITY				REPUTATION AND	RENOWN		
LIGHT LOAD to 70	HEAVY LOAD (-2 DEF	PHYSICAL, 1	/2 SPEED) <b>7</b>	1-210	LEGEND	REPUTATION	REN	OWN	
OVERLOADED (-5 DEF/P	HYSICAL, CAN'T MOVE)	211+			HEROIC RENOWN	TITLE			
LIFT (2 × HEAVY LOAD, 1			Gene		MILITARY RENOWN	TITLE			
PUSH/DRAG (5 × HEAVY	LOAD, 1/4 SPEED)105	0		Q	NOBLE RENOWN	TITLE			
				G	EAR				
Pouch	EFFECT holds 50 coins	sz/hand <b>D/-</b>	CONST Soft 1	WEIGHT		EFFECT 1000 lb capacity	sz/hand	CONST Soft 2	weight 10
Tinderbox	fire in 1 round	D/2	Hard 1	.5	i				
Pouch									
Pipe	+2 Concentrate	D/1	Hard 1	.1					
Smokeleaf					. <u> </u>				
Pouch									
Body paint (3)	+2 Blend f/j	T/2	Soft 1	.25					
		·			Total Enc				15
				MO	IUNT				
NAME		SIZE (FOOT	PRINT)/REACH	(	) /	SPEED	TRA	VEL	
ATTRIBUTES			INIT _		ATK DEF	RES	HEALTH	COMP	
SKILLS									
QUALITIES									
ATTACKS									
				VEH	IICLE				
NAME		SPEED	TI	RAVEL	SIZE/DEF	OCC/LOAD		CONST	
QUALITIES									
	CONTACT		$\sim$			CONTACT 2			
NAME	TRUST	SIZE/REAC	H SPI	EED	NAME	TRUST	SIZE/REACH	SPE	ED
ATTRIBUTES					ATTRIBUTES			REP COST	
INIT ATK	DEF RES	HEALTH				DEF RES	HEALTH	COMI	
SKILLS					SKILLS				
QUALITIES					QUALITIES				
ATTACKS					ATTACKS				
GEAR					GEAR				
	HOLDING 1					HOLDING 2			
NAME	SCALE	GUEST	S/ MA	x	NAME	SCALE	GUESTS	/ MA2	κ
UPGRADES					UPGRADES				
			REP. COST					REP. COST	
				MAGIO	CITEMS				
NAME	ITEM LV	/L ESSENC	ES	MAUR		HARMS			REP COST
The Three	fang 3	Cage	ey I (auto s	success	s w/1 save 1/s)	Spell effect (Cause	e Wounds	III 1/s)	9
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## 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 hung 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.



		SPECIES/TALE		e	Ogre SPECIES/TALENT SP			esman		) am	fak	3701		тм	
Soldier 3	3	SECOND CLAS	S/LEVEL			THIRD CLASS	S/LEVEL		_		~~~~			YU (	
Fantasy Craft	Iconic													*	V
PLAYER NAME Male		CURRENT XP				NEXT LEVEL				ACT	ION DI	CE	3		d4
GENDER AGE		HEIGHT		WEIGHT		EYES		HAIR					STARTING E	DICE I	DIE TYPE
	AL ATTRIBU				MEN	TAL ATT	-				0	Sid	K	6	
	MODIFIER	MPAIRED IMPA SCORE MOD	IRED IFIER	ATTRIBUTE NAME	SCOR		R	IMPAIRED IMPAIRED SCORE MODIFIER				<u>k</u> ur		en 1	
<b>STR</b> 15	+2			INT	_10	+0	-				<u> </u>	WE		Ø.	6
DEX <u>12</u>	_+1		_	WIS	11	+0	-			ſſ.					
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CONSTITUTION				CHARISMA		SKI	LLS							MAX RANKS	
ORIGIN SKILL SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ITRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGI SKILL	N SKILL NAME	SU AT	GGESTED TRIBUTES	SKILL BONUS	RANKS	ATTRIBUTI MOD.	MISC. MOD.	THREAT RANGE
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ATHLETICS	STR	+12 =	+	2 +	2	19		NOTICE		WIS	+2	2	+	+	
BLEND	CHA	=	+	+ .				PRESTIDIGITAT	ΓΙΟΝ	DEX	- <u>+0</u>	=	+	+	10
BLUFF	CHA	=						RESOLVE		CON	+9	_ 3	+	+ _2	19
CRAFTING *	INT	=	+ .					RIDE *		DEX		= ·	+	+	
<ul><li>DISGUISE</li><li>HAGGLE</li></ul>	CHA WIS	+2	2 +	0 +				SEARCH SENSE MOTIVE	2	INT WIS		= ·	+	+	
<ul> <li>IMPRESS</li> </ul>	CHA	=	+	+ .				SNEAK	5	DEX	+4	3	† <u> </u>	+	
<ul><li>IMPRESS</li><li>INTIMIDATE</li></ul>	WIS	+4	4	0 +			-	SURVIVAL		WIS	+3	3	±	+	
<ul> <li>INVESTIGATE</li> </ul>	WIS	=	+	+			_	TACTICS		INT	+2	_ 2	+ 0	+	
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			on Og	100 000											



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	CR	ITICAL IN	NJURIES		UNARMED +5	= _3 + _	аор. мо 2+	FOR	TITUDE +6	2	+4	MOD. +
					MELEE +5		2_+		EFLEX $+3$		_+_2	+
					RANGED <u>+4</u>	= +	1_+	!	WILL <u>+3</u>	3	+_0	+
SUBDUAL		ATIGUED	STRESS	CURRENT SHAKEN		e(	an		EAPONS			
						Broads		+6	1d12+2		T SZ/HAND	16 WGT
		CONDITI	ONS		WEAPON 1			ÂP	2, massi	ve, og	re-made	WGI
							OTS		QUALITI	E5/UPGKADE	5	
						Tower S		+6	1d4+2			12
	_	SIZE			WEAPON 2	TYPE		ATK <b>g</b>	uard +3 (	when	ready)	WGT
SIZE		FOOTPRIN		REACH		RNG SHO	DTS			ES/UPGRADE	• /	
Large		2x2		1								
					WEAPON 3	TYPE		ATK	DMG	THRE.	AT SZ/HAND	WGT
GROUND	SPEED	OTHER S	SPEED TR	AVÈL SPEED 🧲		RNG SHO	DTS		QUALITI	ES/UPGRADE	S	
BASE		BASE		MPH								
35 f	t			3	WEAPON 4	TYPE		ATK	DMG	THRE	AT SZ/HAND	WGT
					WEIN	RNG SHO	DTS		QUALITI	ES/UPGRADE	s	
		PROFICIE	NCIES					1.00		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		
PROFICIENT FC			OFICIENT FORTE						ARMOR	(X)		
-	<ul><li>UNARM</li><li>BLUNT</li></ul>	ED		BOWS BLACK POWDER		Chainma	ail (P)	3	-1	-1	-5 ft.	90
	EDGED		0 0	SIEGE WEAPONS	ARMOR	-8 TYPE	Ed	ged 2	DP		ht fittings	WGT
	HURLED	)			Am	DISGUISE		STANCES			UPGRADES	,
				C	MBAT ACTIONS							
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT									
Standard Attack Bull Rush *	+12	half full	1 attack against 1 ta Move up to Speed t		Athletics check to push targe	t 1 square + 1 additi	onal square per	4 over oppoi	nent result: target	becomes spr	iwled	
Coup de Grace		full	(Helpless adjacent t	arget only) hit = unconscious	or automatic critical hit + sa				, ,	1		
Disarm *		half		Standard Attack to disarm 1								
Feint Grapple	+1 +12	half full		Notice to render adjacent op cs to render target <i>held</i> : both	ponent <i>flat-footed</i> 1 characters become <i>vulneral</i>	le and may make ad	ditional Athletic	cs (Str) check	s to gain Grapple	benefits		
Pummel		full		t = triple subdual damage	. characters become vaineral	se and may make at	Andonai Autiette	ueck		senents		
Taunt	+0	half			it in Close Quarters to attack	you with next actio	n					
Threaten	_+4	half	Intimidate vs. Reso	ve to inflict 1d6 stress damag	ge to opponent in Close Quar	ters						
Tire	_+9_	half		to inflict 1d6 subdual damag								
Trip *	_+1	half	Acrobatics vs. Acro	batics to render target spraw	led							
Initiative Actions												
Aim		1.16	17.7									
Anticipata		half		nly) +1 with Standard Attack		efense agual to 187	mod (mir 1)	for 1 full	nd			
Anticipate Delav		half	Sense Motive (DC	0 + target base attack bonus	); success = dodge bonus to I	Defense equal to Wis	mod (min. +1)	for 1 full rou	nd			
Anticipate Delay Distract			Sense Motive (DC -1 Initiative for this	0 + target base attack bonus round; max (10 + Init bonus	); success = dodge bonus to I s) times		mod (min. +1)	for 1 full rou	nd			
Delay		half free	Sense Motive (DC -1 Initiative for this Bluff (Dex) vs. Sens	0 + target base attack bonus round; max (10 + Init bonus	); success = dodge bonus to I		mod (min. +1)	for 1 full rou	nd			
Delay Distract		half free half	Sense Motive (DC -1 Initiative for this Bluff (Dex) vs. Sens 1 half action taken	0 + target base attack bonus round; max (10 + Init bonus e Motive to reduce opponent	); success = dodge bonus to I s) times t's Initiative by 2d6 for this ro		mod (min. +1)	for 1 full rou:	nd			
Delay Distract Ready		half free half full	Sense Motive (DC -1 Initiative for this Bluff (Dex) vs. Sens 1 half action taken	0 + target base attack bonus round; max (10 + Init bonus e Motive to reduce opponent ater during this round	); success = dodge bonus to I s) times t's Initiative by 2d6 for this ro		mod (min. +1)	for 1 full rou	nd			
Delay Distract Ready Refresh	_ <u>35_</u> ft.	half free half full	Sense Motive (DC -1 Initiative for this Bluff (Dex) vs. Sens 1 half action taken	10 + target base attack bonus round; max (10 + Init bonus e Motive to reduce opponent ater during this round in 1 action die's result in vita	); success = dodge bonus to I s) times t's Initiative by 2d6 for this ro		mod (min. +1)	for 1 full rou:	nd			
Delay Distract Ready Refresh Movement Actions	<u>35</u> ft. 0 ft.	half free half full 1 round	Sense Motive (DC -1 Initiative for thi Bluff (Dex) vs. Sens 1 half action taken If not attacked, rego Move up to Speed i Draw, sheath, pick of	10 + target base attack bonus round; max (10 + Init bonus e Motive to reduce opponent ater during this round iin 1 action die's result in vita n any direction up, or manipulate 1 object	); success = dodge bonus to I s) times t's Initiative by 2d6 for this ro		: mod (min. +1)	for 1 full rou:	nd			
Delay Distract Ready Refresh Movement Actions Standard Move Handle item Mount/Dismount	0 ft. 0 ft.	half free half full 1 round half half full	Sense Motive (DC -1 Initiative for thi Bluff (Dex) vs. Sens 1 half action taken If not attacked, rega Move up to Speed i Draw, sheath, pick i Prepare to ride 1 tra	0 + target base attack bonus round; max (10 + 1nit bonus e Motive to reduce opponent ater during this round ain 1 action die's result in vita n any direction ap, or manipulate 1 object ained animal or vehicle	); success = dodge bonus to I s) times t's Initiative by 2d6 for this ro		mod (min. +1) :	for 1 full rou:	nd			
Delay Distract Ready Refresh <b>Movement Actions</b> Standard Move Handle item Mount/Dismount Reposition	0 ft. 0 ft. 0 ft.	half free half full 1 round half half full half	Sense Motive (DC : -1 Initiative for this Bluff (Dex) vs. Sens 1 half action taken If not attacked, rega Move up to Speed i Draw, sheath, pick t Prepare to ride 1 tr Stand or drop prom	10 + target base attack bonus round; max (10 + Init bonus e Motive to reduce opponent ater during this round ain 1 action die's result in vita n any direction pp, or manipulate 1 object inned animal or vehicle e, become <i>flat-footed</i>	); success = dodge bonus to I s) times t's Initiative by 2d6 for this ro lity or 2 wounds		mod (min. +1) :	for 1 full rou:	nd			
Delay Distract Ready Refresh Movement Actions Standard Move Handle item Mount/Dismount	0 ft. 0 ft.	half free half full 1 round half half full	Sense Motive (DC -1 Initiative for thi Bluff (Dex) vs. Sens 1 half action taken If not attacked, rege Move up to Speed i Draw, sheath, pick Prepare to ride 1 tr. Stand or drop <i>prom</i> Move 4 × Speed in	0 + target base attack bonus round; max (10 + 1nit bonus e Motive to reduce opponent ater during this round ain 1 action die's result in vita n any direction ap, or manipulate 1 object ained animal or vehicle	); success = dodge bonus to I s) times 's Initiative by 2d6 for this ro lity or 2 wounds I armor); become <i>flat-footed</i>		: mod (min. +1) :	for 1 full rou:	nd			

\* The larger opponent gains a +4 bonus per category of Size difference.

#### COMBAT ABILITIES: CLASS ABILITIES, FEATS, TRICKS, AND OTHER OPTIONS NOTES NAME NAME NOTES Double AD for attack checks No pain Ignore 1st fatigued/shaken each scene Accurate Game hunter +2 damage to standard animals/beasts **Charge Basics** Feat (p85) Thick hide 2 DR 2 when unarmored Charge Mast Feat (p85) Ragged wound Special melee attack trick (p222) Charge Supr Feat (p85) Fortunes of war DR 1 (2 in Dramatic Scenes) Sword Basics Feat (p91)



	CARRYING CAP	ACITY				REP	UTATION AND	RENOWN		
LIGHT LOAD to 20	00 HEAVY LOAD (-2 DEF		2 SPEED) 20	01-600	LEGEND	REPU	TATION	REN	OWN	
OVERLOADED (-5 DEF/F	PHYSICAL, CAN'T MOVE)	601+			HEROIC RENOWN		TITLE			
LIFT (2 × HEAVY LOAD,		0	Gran.		MILITARY RENOWN	۱	TITLE			
PUSH/DRAG (5 × HEAVY	(LOAD, 1/4 SPEED) 300	0		Q	NOBLE RENOWN _		TITLE			
				G	EAR					
Backpack	EFFECT Extra carrying	sz/hand M/-	CONST Soft 2	WEIGHT 5	NAME	EFFECT		SZ/HAND	CONST	WEIGHT
Waterskin	2 Quarts		Soft 1	6						
	1000 lb capacity		Soft 2	10						
Large sack	25 lb capacity	S/1	Soft 1	1						·
					Total Enc.	·				140
				M	DUNT					
NAME		SIZE (FOOTPI	RINT)/REACH		)/	SPEED		TRA	VEL	
ATTRIBUTES			INIT _		ATK DEI	F	RES	HEALTH	COMP	
SKILLS										
QUALITIES										
ATTACKS										
				VE	HICLE					
NAME		SPEED	TF	RAVEL	SIZE/DEF		OCC/LOAD		CONST	
QUALITIES										
	CONTACT 1						CONTACT 2			
NAME	TRUST	SIZE/REACH	SPI	EED	NAME		TRUST	SIZE/REACH	SPE	ED
ATTRIBUTES		-			ATTRIBUTES				REP COST	
INIT ATK	DEF RES	HEALTH	СОМ	IP	INIT ATK	DEF_	RES	HEALTH	Comp	
SKILLS					SKILLS					
QUALITIES					QUALITIES					
ATTACKS					ATTACKS					
GEAR					_ GEAR					
	HOLDING 1						HOLDING 2			
NAME	SCALE	GUESTS	/ MA	х	NAME		SCALE	GUESTS	/ MAX	ſ
UPGRADES					UPGRADES					
			REP. COST						_ REP. COST	
				MAGI	C ITEMS					
NAME	ITEM LV	L ESSENCES	S			CHARMS		-		REP COST
						· <u></u>				



