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.



The Han	nd	Ruth	less	SPECIALTY	Guardian				TM
Assassir FIRST CLASS/LEVEL	1 3	SECOND CLASS/LEVEL		THIRD CLASS	/LEVEL	- 570	<u> @</u> \$		df
PLAYER NAME Male GENDER	30 .ge	CURRENT XP 5' 8" HEIGHT	160 lbs.	NEXT LEVEL Pale b EYES	lue Jet black	k ACTIO	IN DICE	3 STARTING DICE	d4
PHYSI	ICAL ATTRIE	BUTÈS	M	IENTAL ATT	RIBUTES				
ATTRIBUTE NAME SCORE	MODIFIER	IMPAIRED IMPAIRED SCORE MODIFIER		CORE MODIFIEI	IMPAIRED IMPAIRED SCORE MODIFIER		- In H		V
STR 12	+1		INTELLIGENCE	12 +1			ATT A		
DEX 16	+3		WISDOM	12 +1		4			All comments
CONSTITUTION 11	+0			14 +2					
				SKII	LLS		_	MA RAN	iks 6
ORIGIN SKILL SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS RANKS	ATTRIBUTE MISC. MOD. MOD.	THREAT RANGE	ORIGIN SKILL SKILL NAME	SUGGESTED ATTRIBUTES E	SKILL SONUS RANKS	ATTRIBUTE M MOD. M	ISC. THREAT OD. RANGE
■ ACROBATICS	S DEX	+9 = <u>6</u>	+ +		□ MEDICINE	INT _	= +	· +	
□ ATHLETICS	STR	+6 = 4	+ +	·	□ NOTICE	w13	$\frac{+7}{+7} = \frac{6}{4} + \frac{1}{4}$	$\frac{1}{3} + $	
BLEND	CHA	$\frac{+6}{+5} = \frac{4}{3}$	+ _2 +	·	PRESTIDIGITA	LITON DEA _	$\frac{+7}{+2} = \frac{-1}{2} + \frac{+2}{2}$	$\frac{3}{0} + \frac{1}{10}$	
 BLUFF CRAFTING * 	CHA INT	=	+ +		□ RESOLVE □ RIDE *	CON DEX	<u> </u>	· +	
	CHA		⁺ <u>2</u> ⁺ <u></u>		□ KIDE □ SEARCH	INT	= +	+	
□ HAGGLE	WIS	=	+ +		□ SENSE MOTIV		+4 = 3 +	1 +	
□ IMPRESS	CHA	= ·	+ +		□ SNEAK	DEX _	= +	+	
□ INTIMIDATE	WIS	+7 = 6	+ +		□ SURVIVAL	WIS _	= +	+	
■ INVESTIGAT	E WIS	+6 = 5	+ +		□ TACTICS	INT	+3 = 2 +	+	
		FOCUSES				INTE	ERESTS	TOTA STUDI	Es 3
CRAI	TING		RIDE		Language:	Common	Stud	ly: The Re	ealm
					Language	e: Elvish	Stu	dy: Anato	my
							Stue	dy: Weapo	onry
				SUBP	LOTS			~~~	
						TED			COMPLETED
		COMPLETED				TED			COMPLETED
		COIN				LIFE	ESTYLE	TOTA LIFESTY	VLE 4
COIN IN HAND		2s			PANACHE	2	PRU	JDENCE	2
STAKE					APPEARANCE BONUS	+1 20s	MONEY SAVED/	EARNED	25 %
		NON-COME	AT ABI <u>LITIEs:</u>	CLAS <u>S ABI</u>	LITIES, FEATS, AND	OTHER OPTION	S		
NAME Cold Read	NOTES	estions about an NPG			NAME Practiced Notice	NOTES		rotain anti-	n dia
Cola Reaa Hand of Death		icceed with Blend ar			Quick on Your Feet	If check + actio Make Disguise			
		o 23, and opposed ch				Mask or Ambu			ession)
	(results u							. 1	



DEFENSE	<u>15</u> TOTAL =	10 + 2	3 + +	IN	TIATIVE	+7 =	4 +	3 +	MISC. MOD.	
VITALITY		CURRENT	WOUNDS 11 CURRENT	ATTACK TYPE TOTAL UNARMED +3	SE ATTACKS BASE ATTRIBUTE MOD. = 2 + 1 + 1	MOD.	SAVE TYPE TOTAI		ATTRIBUTE MOD.	MISC. MOD.
	UI CI	RITICAL INJ	URIES	MELEE +3	= 2 + 1 +		FLEX +5	= 2	3	+
				RANGED +5	= 2 + 3 +		VILL +3	= 2	. 1 .	+
SUBDUAL			STRESS		•••••	W	EAPONS)
					Saber	+6	1d10+1	19	S/1	3
		CONDITIO	NS	WEAPON 1	TYPE RNG SHOTS	ATK		THREAT y, finesse S/UPGRADES	SZ/HAND	WGT
					Short sword	+4	1d8+1	19	T/1	
		SIZE		WEAPON 2	TYPE	ATK	DMG ke	en 4	SZ/HAND	WGT
SIZE		FOOTPRINT	REACH		RNG SHOTS			S/UPGRADES		
Mediun	1	1x1	1		Throwing knive	<u>s</u> +5	1d4+1	<u>19</u>	D/1 sz/hand	 wgt
				WEAPON 3	15x3 10	AIK		poisonou		WG1
GROUND		OTHER SP			RNG SHOTS		_	S/UPGRADES		
BASE		BASE	MPH		"Retribution"	+3		<u>19</u>	T/1 sz/hand	
30 ft	•		3	WEAPON 4	1 YPE	finess	se, keen 4,			
		PROFICIEN			RNG SHOTS		QUALITIE	S/UPGRADES		
						1	ARMOR	(3.2)		
PROFICIENT FO	UNARN		FICIENT FORTE					No.		
•	□ BLUNT		BLACK POWDER	A D	Partial chainma	$\frac{il}{DR}$	<u> </u>	<u>0</u> ACP 5	O	18 WGT
	EDGED		SIEGE WEAPONS	ARMOR	-4	Edged 2		fitted, li	ghtweig	
-	□ HURLEI	D			DISGUISE	RESISTANCES		UPG	RADES	
			CÓ	MBAT ACTIONS					· · ·	
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT							
Standard Attack Bull Rush *		half full	1 attack against 1 target	A & b 1 - 6 1 - 4	• 1				,	
Coup de Grace		full	Move up to Speed toward 1 opponent; opposed A (Helpless adjacent target only) hit = unconscious				ient result; target t	becomes sprawlea	1	
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1	• ·						
Feint Grapple *	<u>+7</u> +1	half full	Prestidigitation vs. Notice to render adjacent opp Athletics vs. Athletics to render target <i>held</i> ; both		hle and may make additional At	blatics (Str) shade	s to gain Grappla b	onofite		
Pummel	+3	full	Unarmed attack: hit = triple subdual damage	characters become vanera	ore and may make additional At	menes (30) check	s to gain Grappie i	Jenenus		
Taunt	+4	half	Sense Motive vs. Sense Motive to force opponent	t in Close Quarters to attack	you with next action					
Threaten		half	Intimidate vs. Resolve to inflict 1d6 stress damage		rters					
Tire Trip *	+2+7	half half	Resolve vs. Resolve to inflict 1d6 subdual damage Acrobatics vs. Acrobatics to render target <i>sprawl</i>							
		nan	recondenses in recondenses to reduce target sprawl							
Initiative Actions Aim		half	(Unmoving target only) +1 with Standard Attack							
Anticipate	+4	half	Sense Motive (DC 10 + target base attack bonus)		Defense equal to Wis mod (min	. +1) for 1 full rou	ıd			
Delay		free	-1 Initiative for this round; max (10 + Init bonus							
Distract	+5	half	Bluff (Dex) vs. Sense Motive to reduce opponent	's Initiative by 2d6 for this ro	ound only					
Ready Refresh		full 1 round	1 half action taken later during this round If not attacked regain 1 action die's result in vital	lity or 2 wounds						
Refresh		1 round	If not attacked, regain 1 action die's result in vital	ncy of 2 wounds						
Movement Actions	20									
Standard Move Handle item	<u></u> ft.	half	Move up to Speed in any direction							
Handle item Mount/Dismount	0 ft. 0 ft.	half full	Draw, sheath, pick up, or manipulate 1 object 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 flat-footed						
Total Defense	<u>30</u> ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 fu							

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

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



	CARRYING CAPA	CITY				REPUTA	TION AND	RENOWN		
LIGHT LOAD Up t	to 70 HEAVY LOAD (-2 DEF.	PHYSICAL, 1/	2 SPEED) 7	71-210	LEGEND	REPUTAT	ION	REN	IOWN	
OVERLOADED (-5 DE	F/PHYSICAL, CAN'T MOVE)	211+	III-		HEROIC RENOWN		'LE			
LIFT (2 × HEAVY LOA			Cree,		MILITARY RENOWN	I TIT	LE			
PUSH/DRAG (2 × HEA	VY LOAD, 1/4 SPEED)			Q	NOBLE RENOWN _	TIT	'LE			
				G	EAR					
NAME	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT		SZ/HAND	CONST	WEIGHT
Backpack	+2 Str for carrying	S/-	Soft 2	3	Pouch	Holds 50 c			Soft 1	
50 ft. silk rope	Supports 750 lbs.	S/2	Soft 2	5	Tinderbox	Start fire in	1 round		Hard 1	0.5
Grappling hook	+2 Climb with rope	T/1	Hard 2							
Rations (7)	Feeds 1 for 1 day each	T/2	Hard 1	5						
Waterskin	Holds 2 quarts	T/1	Soft 1	5.5						
Sack, small	Holds 10 lbs.		Soft 1	0.25						
Spyglass	x2 vision increment	T/1	Hard 2	3						
					Total Encumbra	псо				56.25
				M	DUNT	<i></i>			~~	
NAME		SIZE (FOOTP	RINT)/RFACU)/	SPEED		TD	VFI.	
						SFLED F RES				,
SKILLS			IIII						COIMI	
QUALITIES										
ATTACKS										
				VF	HICLE				~	
		CDEED	T			-		-	CONST	
		SPEED	1.	KAVEL	SIZE/DEI		CC/LOAD _		CONST	
QUALITIES										
	CONTACT 1						CONTACT 2			
NAME	TRUST	SIZE/REACH	H SP	EED	NAME	1	RUST	SIZE/REACH	SPE	ED
ATTRIBUTES			REP COS	ST	ATTRIBUTES				REP COST	Г
INIT ATK	DEF RES	HEALTH _	CON	1P	INIT ATK	DEF	RES	HEALTH	COMI	P
SKILLS					SKILLS					
QUALITIES					QUALITIES					
ATTACKS					ATTACKS					
GEAR					_ GEAR					
	HOLDING 1						HOLDING 2			
NAME	SCALE	GUESTS	/ MA	X	NAME		SCALE	GUESTS	/ MAX	<
UPGRADES		002315			UPGRADES			G01515	/ 14110	·
			REP. COST						REP. COST	
				MACI	C ITEMS				~~	
NAME	ITEM LV	L ESSENCE	es	MAUI	o nems	CHARMS		-		REP COST
"Retribution" (long	g knife) 3	Damag	e Aura, Grea	ater (1d10	divine)	None				5
		Each tir	ne an adjac	ent oppor	ent hits you with					
					the item inflicts					
	······	<u>1d10 di</u>	vine damag	e						
	,,,									





THE HAND: RULES REFERENCE

ACTION DICE

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

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

ORIGIN, CLASS, & FEATS

Always Ready: You may always act during surprise rounds.

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

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

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

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

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

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

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

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

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

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

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

TRICKS

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

GEAR & MAGIC ITEMS

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

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

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

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

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

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

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

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

EZRAIMEI – SAURIAN BURGLAR

Age: 22 **Height:** 6 ft. 6 in. **Weight:** 220 lbs.

Distinguishing Characteristics

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

Background

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

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



CHARACTER NAME	nei	Saur Species/talent	rian	SPECIALTY	Rogue	- 60			T I I
Burgla	r 3	SECOND CLASS/LEVEL		THIRD CLASS/LE	VEL	- 70		And	J.
PLAYER NAME Female GENDER	22	CURRENT XP 6'6" HEIGHT	220 lbs.	NEXT LEVEL Beady EYES	None	ACT	ON DICE	3	d4 Die Type
PHYS	SICAL ATTRIB	UTÊS	MEN	ITAL ATTRI	BUTËŜ	At	No.X	(
ATTRIBUTE NAME SCOR		IMPAIRED IMPAIRED SCORE MODIFIER	ATTRIBUTE NAME SCOR	RE MODIFIER	IMPAIRED IMPAIRED SCORE MODIFIER		No Contraction	m	
STR 15	5 +2		INT 12	2 +1				1101	1
DEX 17	<u>/+3</u>		WISDOM 10) +0		A.	N	and the second	No.
CON 14	<u>+2</u>		CHARISMA 11	L_+0_		37	MA	No.	R.
				SKILL	S			MAX RANKS	6
ORIGIN SKILL SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS RANKS	ATTRIBUTE MISC. MOD. MOD.	THREAT O RANGE S	RIGIN SKILL KILL NAME	SUGGESTED ATTRIBUTES	BONUS RANKS M	RIBUTE MISC. OD. MOD.	THREAT RANGE
□ ACROBATIC	CS DEX	+8 = 5	+ +		 MEDICINE 	INT	= +	1 +	
□ ATHLETICS		+6 = <u>4</u>	+ +		□ NOTICE	WIS	= +	0 +	
D BLEND	CHA	+4 4	+ +		PRESTIDIGITAT	-	+9 = +	<u> </u>	
D BLUFF	CHA	+5 = 4	1 +		RESOLVE	CON	+7 _ 4 _ 4	3 .	
 CRAFTING DISGUISE 	* INT CHA	= +	+		□ RIDE *	DEX INT	+9 = 8	<u> </u>	
DISGUISEHAGGLE	WIS	+4 <u>4</u>			SEARCHSENSE MOTIVE	-	= +	+	
□ IMPRESS	CHA	1	· · ·		□ SNEAK	DEX	+7 = 4 +	3 +	
			+		□ SURVIVAL	WIS	= +	+	
□ INVESTIGAT	TE WIS	+2 = 2			TACTICS	INT	+5 = 4 +	1 +	
		FOCUSES				INT	ERESTS	TOTAL STUDIES	3
CRA	FTING		RIDE		Language:	Saurian	Study: S	aurian Lan	ds
Metalw	vorking	Rie	ding Mounts	_	Language: O		Stud	y: Jewelry	
Tailo	oring		nd Vehicles				Study: 1	Numismati	CS
				SUBPLO	TS				
		COMPLETED			COMPLET	'ED			MPLETED
		COMPLETED			COMPLET	'ED			MPLETED
		COIN				LIF	ESTYLE	TOTAL LIFESTYLE	1
COIN IN HAND		174s			PANACHE _	1	PRUDE		-
STAKE				AI	PPEARANCE BONUS	0 10s	_ MONEY SAVED/EAR	NED1	5 %
		NON-COMB	AT ABILITIES: <u>CI</u>	LASS ABILI	TIES, FEATS, AND	OTHER OPTION	NS		
NAME Cold-Blooded	NOTES Require or	nly 1 meal/day, cold	vulnerabilities		AME harp Mind	NOTES +1 skill point i	per level (already fac	tored in)	
Darkvision I		effects of dim and f			rap Sense		h Reflex saves vs. tra		devices
Dexterous		tion dice rolled for I			ery, Very Sneaky				
Practised Sneak	If check +	action die result fai	ls, retain action die	e	i	with DCs up to 23, and opposed checks with these			
						skills (results u			



DEFENSE		10 + _3_ +	+	INI	TIATI	VE	+7=	4+	3	+	
ULI	TOTAL	CLASS BONUS	DEX SIZE MISC. ARMOR MOD. MOD. MOD. MOD.		111		TOTAL	CLASS BONUS	DEX MOD.	MISC. MOD.	
VITALITY	24 TOTAL	CURRENT	WOUNDS 14 CURRENT	ATTACK TYPE TOTAL	SE ATT	ATTRIBUTE		SA AVE TYPE TOTA	VING THR	ATTRIBUTE MOD.	MISC. MOD.
	C	RITICAL INJ	URIES	UNARMED <u>+4</u>	= _2	- '	+ FOR	TITUDE <u>+</u> 3		+	+
				MELEE <u>+4</u>	= _2	_ + _2	+ RE	FLEX +6	3	+	+
				RANGED +5	= _2	+ _3	+ V	/ILL +1	_ = _1	+	+
SUBDUAL	CURRENT	FATIGUED	STRESS CURRENT SHAKEN		¢=	•		EAPONS			-)
						Stiletto	<u>+6</u>	1d4+2	<u>18</u>	D/1 sz/hand	0.5 wgt
		CONDITIO	NS	WEAPON 1			AIK	AP 8	, finesse	SZ/HAND	WGI
					RNG	SHOTS	_		ES/UPGRADES	DU	
		0100		011 2		Sap TYPE	+5	1d6+2	<u>19</u>	D/1 sz/hand	
		SIZE		WEAPON 2			inflicts sub	dual dam	age, finess	se, pumi	neling
SIZE		FOOTPRINT	REACH		RNG	SHOTS	_		ES/UPGRADES		
Medium	1	1x1	1			Sling TYPE	+5	1d4+2	<u></u>	D/1 sz/hand	0.5 wgt
				WEAPON 3	60x6		infli	cts subdu	al damage	e, load 1	WGI
GROUND	SPEED	OTHER SF	PEED TRAVEL SPEED		RNG	SHOTS			ES/UPGRADES		
BASE		BASE	MPH								
30 ft	•		3	WEAPON 4		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
		DDOFIDIEN			RNG	SHOTS		QUALITII	ES/UPGRADES		
		PROFICIEN						ARMOR			
PROFICIENT FC	ORTE		FICIENT FORTE					ANMON	1		
	□ BLUNT		□ □ BLACK POWDER								
•	EDGED		SIEGE WEAPONS	ARMOR		TYPE	DR	DP	ACP	SPEED	WGT
•	□ HURLE	D			DISGUISE		RESISTANCES		UP	GRADES	
			n)	MBAT ACTIONS							
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT						-		
Standard Attack		half	1 attack against 1 target								
Bull Rush * Coup de Grace	_+6_	full full	Move up to Speed toward 1 opponent; opposed A (Helpless adjacent target only) hit = unconscious					ent result; target	becomes sprawle	d	
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1		ave vs. ucati	(1011 DC 10 + 1	Janage)				
Feint	_+9	half	Prestidigitation vs. Notice to render adjacent opp								
Grapple * Pummel	<u>+6</u> +4	full full	Athletics vs. Athletics to render target <i>held</i> ; both Unarmed attack: hit = triple subdual damage	characters become vulnera	ble and may	make additional	Athletics (Str) checks	to gain Grapple	benefits		
Taunt	+0	half	Sense Motive vs. Sense Motive to force opponent	t in Close Quarters to attack	you with ne	ext action					
Threaten	_+0	half	Intimidate vs. Resolve to inflict 1d6 stress damage		rters						
Tire Trip *	<u>+2</u> +8	half half	Resolve vs. Resolve to inflict 1d6 subdual damage Acrobatics vs. Acrobatics to render target <i>sprawl</i>								
Initiative Actions											
Aim		half	(Unmoving target only) +1 with Standard Attack								
Anticipate	_+0_	half	Sense Motive (DC 10 + target base attack bonus)		Defense equa	al to Wis mod (n	nin. +1) for 1 full roun	d			
Delay Distant	+4	free	-1 Initiative for this round; max (10 + Init bonus)		und ander						
Distract Ready	+4	half full	Bluff (Dex) vs. Sense Motive to reduce opponent' 1 half action taken later during this round	s initiative by 206 for this re	ound only						
Refresh		1 round	If not attacked, regain 1 action die's result in vital	lity 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 Reposition	0 ft. 0 ft.	full half	Prepare to ride 1 trained animal or vehicle 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	l armor); become <i>flat-footed</i>							
Total Defense	<u>30</u> ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 fu	ll round							

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

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



	CARRYING CAP	ACITY	_			REPU	TATION AND	RENOWN		
LIGHT LOAD Up to	0 100 HEAVY LOAD (-2 DEF	PHYSICAL,		101-300	LEGEND	REPUT	ATION	REI	NOWN	
	F/PHYSICAL, CAN'T MOVE)	301+	116		HEROIC RENOWN		TITLE			
LIFT (2 × HEAVY LOAI	D, NO MOVEMENT)600		S.		MILITARY RENOWN		TITLE			
PUSH/DRAG (2 × HEA	VY LOAD, 1/4 SPEED)600)		G.	NOBLE RENOWN _		TITLE			
				G	EAR					
NAME	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT		SZ/HAND	CONST	WEIGHT
Backpack	+2 Str for carrying	S/-	Soft 2	3	Large sack	Holds 25		S/1	Soft 1	0.5
50 ft. silk rope	Supports 750 lbs.	<u>S/2</u>	Soft 2	5	Thieves' tools		rm checks		Hard 1	1
Grappling hook	+2 Climb with rope		Hard 2	4	Tinderbox	Start fire	e in 1 round	D/2	Hard 1	0.5
Blanket	Cold Resistance 4	<u>S/-</u>	Soft 1	5	<u></u>					
Rations (7)	Feeds 1 for 1 day each		Hard 1	5						
Waterskin	Holds 2 quarts	T/1	Soft 1	5.5						·
Purse	Holds 200 coins	 T/-	Soft 1		<u></u>					·
Dice	+2 Relax	D/1	Hard 1	-						
					Total Encumbra	псе				39.5
				M	DUNT					
NAME		SIZE (FOOT	PRINT)/REAC	~~~)/	SPEED		TR	AVEL.	
ATTRIBUTES								HEALTH		
SKILLS										
QUALITIES										
ATTACKS										
				VF	HICLE					
NAME	AM	SPEED			SIZE/DEF	:	OCC/LOAD _		CONST	
QUALITIES		SFLED		IRAVLL	31ZL/DLF		_ OCC/LOAD _		CON31	
Q0.1111110			~~~							
	CONTACT 1						CONTACT 2			
NAME	TRUST	_ SIZE/REAC	н S	SPEED	NAME		TRUST	_ SIZE/REACH	SPEI	ed
ATTRIBUTES					ATTRIBUTES				REP COST	
INIT ATK	DEF RES	HEALTH	CO	MP	INIT ATK _	DEF	RES	HEALTH _	COMP	
SKILLS					SKILLS					
					QUALITIES					
ATTACKS					ATTACKS					
GEAR					GEAR					
	HOLDING 1		-				HOLDING 2	2		
NAME	SCALE	GUEST	S/ M	IAX	NAME		SCALE	GUESTS	/ MAX	ſ
UPGRADES					UPGRADES					
			REP. COS	ST					REP. COST	
				MAGI	C ITEMS					
NAME	ITEM LV	L ESSENC	ES			CHARMS				REP COST
	·									





EZRAIMEI: RULES REFERENCE

ACTION DICE

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

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

SPECIES

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

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

Darkvision I: You ignore the effects of dim and faint light. **Natural Attacks:** You have two natural attacks. *Bite I* (atk +4; dmg 1d6+2; threat 18-20) *Tail Slap I* (atk +4; dmg 1d8+2; threat 20; *reach* +1)

SPECIALTY, CLASS, & FEATS

Ambush Basics: You require only 2 rounds to make a Tactics/ Ambush check *(see page 83)*. Also, your attacks inflict an additional die of sneak attack damage. **Ambush Mastery:** You may convert damage without suffering the normal –4 attack penalty *(see page 209)*. Also, when you inflict subdual damage on a *flat-footed* opponent, he doesn't lose the *flat-footed* condition (as he normally would for being attacked).

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

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

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

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

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

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

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

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

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

GEAR & RELATED RULES

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

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

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

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

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

You may never Pummel to inflict lethal damage.

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

CAPTAIN DUROK BLOODSHIELD - ORC CAPTAIN

Age: 25 Height: 6 ft. 2 in. Weight: 265 lbs.

Distinguishing Characteristics

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

Background

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

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

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

PERSONAL LIEUTENANT – GRIMDAK THE GLAIVE



Spd 30 ft. ground; Init +2; Atk +3 (melee and unarmed), +2 (hurled and ranged); Def 12; Res +2 (Reflex), +2 (Fortitude), +2 (Will); Health (Damage save) +3; Comp +1; Skills: Intimidate +5, Ride +4, Survival +4, Tactics +3; Qualities: *Always ready, banned action* (*Calm, Influence), class ability (Soldier: killer instinct), grueling combatant, light-sensitive, menacing threat, tricky (Cheap Shot) Attacks/Weapons:* Glaive (dmg 1d8+3 lethal; threat 19–20; qualities: *keen 4, reach +1*), short sword (dmg 1d8+3 lethal; threat 19–20; qualities: *keen 4*)

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



Durok Bloods CHARACTER NAME Captain 3 FIRST CLASS/LEVEL		SPECIES/TALENT SECOND CLASS/LEVEL	с	SPECIALTY THIRD CLASS	Fighter	- 70	ntas	yÇr	df
PLAYER NAME Male GENDER AGE	25	CURRENT XP 6' 2" HEIGHT	265 lbs.	NEXT LEVEL Fierd EYES	ce Unkemp	ACTIO	IN DICE	3 ARTING DICE	d4 DIE TYPE
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Ball Rush* $+5$ fullMove up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes sprawledCoup de Grace	Attack Actions	Bondo, more										
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Feint +1 half Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i> Grapple* +5 full Athletics vs. Athletics to render target <i>ledif</i> , both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits Pummel						-	-		ent result, target	occonico sprana		
Grapple * 45 full Athletics vs. Athletics to render target held, both characters become vulnerable and may make additional Athletics (Str) checks to gain Grapple benefits Punnel	Disarm *			Standard Attack vs. Standard Attack to disarm 1 t	target in Close Quarters							
PunmelfullUnarmed attack: hit = triple subdual damageTunt+1halfSense Motive vs. Sense Motive to foce opponent in Close Quarters to attack you with next actionThreaten+7halfIntimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close QuartersTire+9halfResolve vs. Resolve to inflict 1d6 stress damage to adjacent opponentTrip *+1halfResolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent <i>Irip</i> *+1halfAcrobatics vs. Acrobatics to render target sprawled <i>Itiative ActionsItiative Actions</i> Aninhalf(Unnoving target only) +1 with Standard AttackAnticipate+1halfSense Motive (DC 10 + target base attack bonus); success = doge bonus to Defense equal to Wis mod (min. +1) for 1 full roundDelayfree-1 Initiative for this round; max (10 + Init bonus) timesDistract+1halfBluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round onlyRedresh1 roundI full a tarch areging this roundRefresh1 roundI half action taken later during this roundMount/Dismount0 ft.halfDraw, sheath, pick up, or manipulate 1 objectMandle item0 ft.halfPrave, sheath, pick up, or manipulate 1 objectMount/Dismount0 ft.halfStandor drop grows. Scone flat-footedReno0 ft.halfPrave sheat het kill arming or whileMount/Dismount0 ft.halfPrave tor del tratine												
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Tire+9halfResolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponentTrip *+1halfAcrobatics vs. Acrobatics to render target <i>sprawledInitiative Actions</i> Atimhalf(Unmoving target only) +1 with Standard AttackAtin-1halfSense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full roundDelay-1in free-1 Initiative for this round; max (10 + Init bonus) timesDistract+1halfBluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round onlyReadyful1 half action taken later during this round <i>Refresh</i> 1 roundIf not attacked, regain 1 action die's result in vitality or 2 wounds <i>Movement Actions</i> Standard Move <u>30</u> ft.halfMove up to Speed in any directionMont/Dismount0 ft.halfDraw, sheath, pick up, or manipulat 1 objectMount/Dismount0 ft.halfStand or drop prone, become <i>flat-footed</i> Reno <u>120</u> ft.fulStand or drop prone, become <i>flat-footed</i> Run <u>120</u> ft.fulMove 4 × Speed in straight line (3 × Speed in flat <i>footed</i>)												
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Run 120 ft. full Move 4 × Speed in straight line (3 × Speed in full armor); become flat-footed												
Total Defense 30 ft. full 1 Standard Move; +4 dodge bonus to Def for 1 full round				Move 4 \times Speed in straight line (3 \times Speed in full								
	Total Defense	<u>30</u> ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 ful	ll round							

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

	COMBAT ABILITIES: CLASS ABILITIES	S, FEATS, TRICKS, AN	D OTHER OPTIONS
NAME	NOTES	NAME	NOTES
Always Ready	Always act during surprise rounds	Coordinated Attack	Direct teammate to make Standard Attack
* Armor Basics	Mitigates armor penalties (already factored in)	Gruel. Combatant	If adjacent opponent misses, he suffers 2 subdual dmg
Battle Plan I	Start combat with +2 w/ melee/unarmed or +10 Spd	Melee Combat Exp.	Considered to have +2 Melee Combat feats (factored in)
Cadre	Share 1 Basic Combat feat (Armor Basics, Surge of	* Surge of Speed	Take 1 extra half action (once per round, 3x per session)
	Speed, or Wolf Pack Basics) with your party for the	* Wolf Pack Basics	+2 bonus when attacking flanked (+4 total)
	rest of the current scene (once per scene)		



	CARRYING CAP	ACITY			REPUTATION AND RENOWN						
LIGHT LOAD Up to	D 100 HEAVY LOAD (-2 DEF	/PHYSICAL, 1/	2 SPEED) 10	1-300	LEGEND	REPUTATION	RE	ENOWN			
	F/PHYSICAL, CAN'T MOVE)	301+	11		HEROIC RENOWN						
LIFT (2 × HEAVY LOAD	600		c		MILITARY RENOWN						
PUSH/DRAG (2 × HEAV	600)		5	NOBLE RENOWN						
			- B #	C	EAR			~			
NAME	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT	SZ/HAND	CONST	WEIGHT		
Saddlebags	+2 Str for carrying	M/-	Soft 2	10	Pouch	Holds 50 coins	D/-	Soft 1	-		
Flag	+2 Impress/Intim.	M/2	Soft 2	12	Pipe	+2 Concentrate	D/1	Hard 1	0.1		
Tent	Heat/Cold Resist 4	L/-	Soft 2	15	Whistle	Heard 500'/1m away	D/1	Hard 1	0.5		
Bedroll	Cold Resistance 4	S/-	Soft 1	5							
Axe, hand	Improvised hatchet	T/2	Hard 2	5							
Tinderbox	Start fire in 1 round	D/2	Hard 1	0.5							
Fishing pole	+2 Forage (fish)	S/1	Hard 1	4							
100 ft. hemp rope	Supports 1,000 lbs.	S/2	Soft 2	20							
Rations (14)	Feeds 1 for 1 day each	T/2	Hard 1	10	Total Encumbrance				72.6		
Waterskin	Holds 2 quarts	T/1	Soft 1	5.5	Mule Encumbrance	(left column)			87		
				M	DUNT			~			
Hai	mbone (Mule)		RINT)/REACH		1.0 1	SPEED 30 ft. Gro	und T	RAVEL	5		
	15, Dex 10, Con 12, Int 6,					$\frac{12}{12} \operatorname{Res} +2$	11				
Acrobatic	s +6, Athletics +7, Notice				AIK DEF	KES	HEALIH	+ <u>2</u> COMI	P		
SKILLS	ge Reduction 1, improved			stability,	superior traveler II (se	e rules reference for de	scriptions)				
QUALITILS	dmg 1d8+2 lethal; threat 2		<u> </u>		<u> </u>		1 /				
				VEL	HICLE			~			
				VEI	11611		~				
NAME		SPEED	TR	AVEL	SIZE/DEF	OCC/LOAD		_ CONST			
QUALITIES											
	CONTACT 1		~			CONTACT	2				
NAME	TRUST	SIZE/REACH	SPE	FD	NAME	TRUST	SIZE/REAC	н ср	EED		
ATTRIBUTES	11001				ATTRIBUTES	11001		REP COS			
	DEF RES	HEAITH				DEF RES	HEAITH				
SKILLS			com		SKILLS			com			
QUALITIES					QUALITIES						
ATTACKS					ATTACKS						
GEAR					GEAR						
			~~~								
	HOLDING 1					HOLDING	2				
NAME	SCALE	GUESTS	/ MAX	K	NAME	SCALE	GUEST	S/ MA	x		
UPGRADES					UPGRADES						
			REP. COST					REP. COST	·		
<u> </u>				MAGI	C ITEMS			~			
NAME	ITEM LV	/L ESSENCE	s			IARMS			REP COST		
	·										





# CAPTAIN DUROK BLOODSHIELD: RULES REFERENCE

#### ACTION DICE

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

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

#### SPECIES

Always Ready: You may always act during surprise rounds.

Enlightened Intimidate: Your maximum Intimidate rank is 8.

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

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

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

## SPECIALTY, CLASS, & FEATS

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

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

Crush Them!: Melee and unarmed attack checks

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

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

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

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

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

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

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

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

## GEAR, MOUNT, & PERSONAL LIEUTENANT

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

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

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

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

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

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

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

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

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

# PHILEMON RENN – HUMAN COURTIER

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

#### **Distinguishing Characteristics**

Sumptuous robes; copious jewelry; cunning expression

#### Background

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







	12	= 10 +1	. 1	_		-	TITA	IF	+5 _	4	1		
DEFENSE	TOTAL	CLASS BONUS	DEX SIZE MIS MOD. MOD. MO			INI	IIAII		TOTAL	CLASS BONUS	DEX MOD.	MISC. MOD.	
TITY	30	1	11 SUMMER 1	2		RA	SE ATT	ACKS		SA	VING THE	ROWS	
VITALITT	TOTAL	CURRENT	WOUNDS		ATTACK TYPE	TOTAL	BASE	ATTRIBUTE		SAVE TYPE TOTA	BASE	ATTRIBUTE MOD.	MISC. MOD.
		CRITICAL II			UNARMED _	+2	= <u>1</u>	+ 1 +		RTITUDE +3		_+_1	+
		GAIIIGAL II	AJUNIES		MELEE	+2	_ 1	+ 1 +	R	EFLEX +2	2 = 1	+ 1	+
					RANGED	+2	= 1	+ 1 +		WILL +5	5 = 3	+ 2	+
ounnilAL			OTRESS	0000			¢=	4	W	EAPONS			
SURDOW	CURRENT	F FATIGUED	STALOC					Stiletto	+3	1d4+1	18	D/1	0.5
		CONDIT			WEAPON	1		ТҮРЕ		DMG	THREAT		WGT
		GUNDITI			WEAT		RNG	SHOTS			8, finesse		
								hort bow	+2	1d6	19	S/2	5
		SIZ			WEAPON	2		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
SIZE		FOOTPRI		EACH	WEAPOIL		20x6	30 	stanc	lard arrow	<b>IS, AP 4,</b> ES/UPGRADES	poisonou	lS
Medium	<b>`</b>	1x1		1			RIVO	511015		QUALITI	L5/01 GRADES		
wicdium	1	171			WEAPON	3		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
GROUND	SPFFD	OTHER	SPEED TRAVEL	SPFFD	WEAT		RNG	SHOTS -		OUALITI	ES/UPGRADES		
BASE		BAS								Quitari	Lo, er dialolo		
30 ft			3		WEAPON	4		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
					WEAT		RNG	SHOTS		OUALITI	ES/UPGRADES		
		PROFICIE	NCIES						~		$\sim$		
PROFICIENT FC	ORTE	PR	OFICIENT FORTE						35	ARMOR	33		
		RMED	BOW				Мо	d. Padded	1	+0	+0	+0	6
	□ BLUN ■ EDGI			CK POWDER E WEAPONS	IDMO.	R		TYPE	DR	DP	ACP	SPEED	WGT
				2 11 211 0110	ARMe		+0 DISGUISE		Cold 5 RESISTANCES		τ.	JPGRADES	
				C	OMBAT ACTI	200						~	
ACTION	BONUS/MOV	E TIME	EFFECT										
Attack Actions Standard Attack		half	1 attack against 1 target										
Bull Rush *	+1	full	Move up to Speed toward 1 o	pponent; opposed .	Athletics check to p	oush targe	t 1 square +	1 additional squa	ure per 4 over oppo	nent result; target	becomes spraw	vled	
Coup de Grace		full	(Helpless adjacent target only										
Disarm *		half	Standard Attack vs. Standard			arters							
Feint	+5	half	Prestidigitation vs. Notice to					1 11 11			1 6:		
Grapple * Pummel	_+1_	full	Athletics vs. Athletics to rend Unarmed attack: hit = triple s	0 .	n characters become	e vulnerab	le and may	make additional A	Athletics (Str) check	to gain Grapple	benefits		
Taunt	+7	half	Sense Motive vs. Sense Motiv		t in Close Quarters	to attack	you with ne	action					
Threaten	+6	half	Intimidate vs. Resolve to infli										
Tire	+4	half	Resolve vs. Resolve to inflict										
Trip *	_+1_	half	Acrobatics vs. Acrobatics to r	ender target spraw	led								
Initiative Actions													
Aim		half	(Unmoving target only) +1 with	ith Standard Attack	c								
Anticipate	_+7_	half	Sense Motive (DC 10 + target			onus to D	efense equa	l to Wis mod (mi	n. +1) for 1 full rou	nd			
Delay	. 0	free	<ul> <li>–1 Initiative for this round; m</li> </ul>			e							
Distract	_+8_	half full	Bluff (Dex) vs. Sense Motive t 1 half action taken later durin	••	rs Initiative by 2d6 f	tor this ro	und only						
Ready Refresh		full 1 round	1 half action taken later durin If not attacked, regain 1 actio	*	lity or 2 wounds								
		1 iounu	11 not attackett, regain 1 actio	n aico reouit in vita	and of 2 woulds								
Movement Actions	20 6	1.12	N										
Standard Move Handle item	<u></u>	half	Move up to Speed in any dire										
Handle item Mount/Dismount	0 ft. 0 ft.	half full	Draw, sheath, pick up, or mar Prepare to ride 1 trained anin										
Reposition	0 ft.	half	Stand or drop prone, become										
Run	_120_ft.	full	Move 4 × Speed in straight lin		l armor); become fle	at-footed							
Total Defense	30 ft.	full	1 Standard Move; +4 dodge b			,							

 Total Defense
 30
 ft.
 full
 1 Standard Move; +4 dodge bonus to Def for 1 full round

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

	COMBAT ABILITIES: CLASS ABILITIES	S, FEATS, TRICKS, A	ND OTHER OPTIONS
NAME Misdirection Basics	NOTES +1 threat range vs. special characters	NAME Mobility Basics	NOTES (Run) May turn and don't become flat-footed
	Count as 3 add. characters for numerical advantage		(Total Defense) May take 2 Standard Moves
		-	



		CARRYING CAP	ACITY				REPU	TATION AND I	RENOWN		
LIGHT LO.	$_{\rm AD}$ Up to 70 $_{\rm H}$	IEAVY LOAD (–2 DE	F/PHYSICAL,	1/2 SPEED) 7	71-210	LEGEND	REPUTA	TION	REN	IOWN	
OVERLOA	DED (–5 DEF/PHYSICA	L, CAN'T MOVE)	211+	115		HEROIC RENOWN	т	ITLE			
LIFT (2 × H	IEAVY LOAD, NO MOV	(TEMENT) 420	)	Sec.		MILITARY RENOWN	Т	ITLE			
PUSH/DRA	G (2 × HEAVY LOAD, 1	/4 SPEED)	50		Q	NOBLE RENOWN	Т	ITLE			
					G	EAR					
NAME	EFFEC	Г	SZ/HAND	CONST	WEIGHT		EFFECT		SZ/HAND	CONST	WEIGHT
Purse	Holds	200 coins	T/	Soft 1	-	·					
Booze (3,	) <u>-1 sha</u>	ken condition	T/1	Brittle 1	2						
						·					
	·					·					·
						·					
						·					·
						·					
						·					
						Total Encumbran	ice				13.5
_											
		~			MU	JUNT			-		
NAME			SIZE (FOOT	PRINT)/REACH	H (	) /	SPEED		TRA	VEL	
ATTRIBUT	'ES			INIT _		ATK DEF	RE	S I	HEALTH	COMP	
SKILLS											
	5										
ATTACKS											
	يەد.	~			VEH	HICLE			<u> </u>		
NAME			SPEED	TI	RAVEL	SIZE/DEF		OCC/LOAD _		CONST	
QUALITIE	5										
		CONTACT	1					CONTACT 2			
NAME	Sebastio Ladro			т _н M/1 _{sp}	(FED 30'	NAME		TRUST	SIZE/REACH	SPE	FD
						ATTRIBUTES				REP COST	
						INIT ATK					
	Bluff +12, Impress					SKILLS					
QUALITIE	,	A (Assassin: Cold			t!)	QUALITIES					
ATTACKS	Sap (dmg 1d6 sı		_	inesse)		ATTACKS					
GEAR _	Coach, booze (1), k	nockout poison	(3)			GEAR					
		HOLDING	1	~~~				HOLDING 2			
NAME					v	NAME				()(A)	,
NAME		SCALE	GUESI	.5/ MIA		UPGRADES			GUE313	/ MAX	·
of GRADE				REP. COST						REP. COST	
_			•							_	
NAME	يندر	ITEMI	VL ESSENC	TES	MAGIU	C ITEMS	CHARMS				REP COST
INAML			VL LSSLING	.1.3			CHARMS				KLF CO31





## PHILEMON RENN: RULES REFERENCE

### ACTION DICE

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

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

## ORIGIN, CLASS, & FEATS

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

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

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

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

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

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

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

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

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

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

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

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

#### **GEAR & CONTACT**

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

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

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

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

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

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

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

# SALEM IRONRING – DWARF EXPLORER

**Age:** 76 **Height:** 4 ft. 3 in. **Weight:** 172 lbs.

#### **Distinguishing Characteristics**

Loads of well-kept gear; flowing hair and beard

#### Background

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

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

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



Salem Iron Character Name Explorer First class/level	SPECIES/TAL		Adventurer PECIALTY HIRD CLASS/LEVEL	
PLAYER NAME Male GENDER AG	76 CURRENT XI E HEIGHT	"172 lbs	NEXT LEVEL Brown W YES HAIR	hite ACTION DICE 6 d4
ATTRIBUTE NAME SCORE STR. 12 DEX DEXTERITY DEXTERITY CONSTITUTION 16	MODIFIER     IMPAIRED IMI SCORE       +1		AL ATTRIBUTES MODIFIER HAS IMPAIRED IMP +3 +2 +0	POIFFER
ORIGIN SKILL NAME ACROBATICS ATHLETICS BLEND BLUFF CRAFTING* DISGUISE HAGGLE IMPRESS INTIMIDATE NVESTIGATE	FOCUSES	RANKS       MOD.       MOD. $\frac{6}{5}$ + $0$ + $\frac{3}{5}$ + $0$ + $\frac{4}{5}$ + $0$ + $\frac{4}{5}$ + $0$ + $\frac{5}{5}$ + $2$ + $\frac{5}{5}$ + $2$ + $\frac{3}{5}$ + $2$ +	RESOLVE  RESOLVE  RESOLVE  RIDE*  SEARCH  SENSE M  SNEAK  SNEAK  SURVIVA  TACTICS  Langua	WIS $+8$ $=$ $6$ $+$ $2$ $+$ $-$ IGITATION       DEX $+6$ $=$ $6$ $+$ $0$ $+$ $-$ E       CON $+5$ $=$ $2$ $+$ $3$ $+$ $-$ DEX $+1$ $=$ $1$ $+$ $0$ $+$ $-$ INT $+8$ $=$ $5$ $+$ $3$ $+$ $-$ IOTIVE       WIS $ =$ $ +$ $ -$ DEX $+5$ $=$ $5$ $+$ $0$ $+$ $-$ DEX $+5$ $=$ $3$ $+$ $  -$ AL       WIS $+5$ $=$ $3$ $+$ $  -$
		IPLETED		DMPLETED COMPLETED DMPLETED COMPLETED LIFESTYLE TOTAL 2
COIN IN HAND		7s	PANAC APPEARANCE BOI	CHE     1     PRUDENCE     1       INUS     0     MONEY SAVED/EARNED     20 %       DME     10s
NAME Adventurer's Luck Bookworm I Darkvision I Enlightened Crafting Fortunate Friends All Over	NOTES Roll treasure twice, ke Make Research check Ignore effects of dim a Maximum Crafting re	s in 1/2 time (rounded up) and faint light Ink is 8 ion dice (already factored in	NAME Glory-Bound More than Luck Restricted Actio	NOTES May purchase Heroic Renown for 20 Rep per rank +1 starting action die (already factored in)



DEFENSE	12 TOTAL =	10 + 2 CLASS BONUS		+ = MISC. ARMOR MOD. MOD.	IN	TIATIVE		+2 =	2 CLASS BONUS +	DEX MOD.	H MISC. MOD.	
	36	1		17	PA	SE ATTACKS				ING THR	าพริ	
VITALIIT		CURRENT	WOUNDS	TOTAL CURRENT								
	IOIAL	JUKKENI		IOTAL CURRENT	ATTACK TYPE TOTAL	ATTACK 1			AVE YPE TOTA		ATTRIBUTE MOD.	MISC. MOD.
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					RANGED +2	+ 2+	0 +		ILL +3	_ 1	2	F
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SUBDUAL	CURRENT I	ATIGUED	STRESS	CURRENT SHAKEN		<b>e</b>	Call of the Call and		APONS			
						Battle		+4	1d10+1	19	_S/2_	6
		CONDIT	IONS		WEAPON 1	RNG SH	DTS	ATK		THREAT <b>2, trip</b> S/UPGRADES	SZ/HAND	WGT
						Long l	cnife	+4	1d6+1	19	T/1	2
		017			- ON 2	TYPI		ATK	DMG	THREAT	SZ/HAND	WGT
		SIZ			WEAPON 2					e, keen 4		
SIZE		FOOTPRI	INT	REACH		RNG SH	OTS		QUALITIE	S/UPGRADES		
Medium	1	1x1	L	1	INDIN 3	TYP		ATK	DMG	THREAT	SZ/HAND	WGT
	COLLO	OTUED		ANEL COFER	WEAPON 3							
GROUND	SPEED	OTHER BAS		RAVEL SPEED		RNG SH	OTS		QUALITIE	S/UPGRADES		
20 ft.	•			2	WEAPON 4	ТҮРІ		ATK	DMG	THREAT	SZ/HAND	WGT
					WEIT	RNG SH	OTS		QUALITIE	S/UPGRADES		
		PROFICIE	NCIES					$\sim$		$\sim$		
PROFICIENT FO	DRTE	PR	ROFICIENT FORT						ARMOR	<b>3</b>		
	UNARM			BOWS				$\sim$		$\lor$		
	□ BLUNT			BLACK POWDER		Thick I		<u> </u>				
	EDGED			SIEGE WEAPONS	ARMOR	TYPE		DK	DP		speed tural	WGT
•	□ HURLEI	)			N.	DISGUISE	RES	SISTANCES			GRADES	
				13	OMBAT ACTIONS							
AOTION		TIME	FFFFAT		A A A A A A A A A A A A A A A A A A A					-		
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT									
Standard Attack		half	1 attack against 1	arget								
Bull Rush *	+6	full		toward 1 opponent; opposed	Athletics check to push targe	et 1 square + 1 addit	ional square pe	er 4 over oppone	ent result; target l	oecomes sprawle	d	
Coup de Grace		full	• • • •	target only) hit = unconscious		ave vs. death (Fort D	C 10 + Damage	e)				
Disarm *		half	Standard Attack v	s. Standard Attack to disarm 1	target in Close Quarters							
Feint	_+6_	half		Notice to render adjacent op								
Grapple *	_+6_	full		tics to render target <i>held</i> ; both	n characters become vulnera	<i>ble</i> and may make ac	lditional Athlet	tics (Str) checks	to gain Grapple l	penefits		
Pummel		full		it = triple subdual damage								
Taunt	+2	half		ense Motive to force opponen			n					
Threaten	+2	half		olve to inflict 1d6 stress damag		rters						
Tire Trip *	<u>+5</u> +6	half half		e to inflict 1d6 subdual damag obatics to render target <i>spraw</i>								
		itail	Acrobatics vs. Acr	osuces to render target spraw								
Initiative Actions												
Aim	2	half		only) +1 with Standard Attack								
Anticipate	_+2_	half		10 + target base attack bonus		Defense equal to Wis	5 mod (min. +1	) for 1 full roun	1			
Delay	- 0	free		is round; max (10 + Init bonus								
Distract	_+0_	half		se Motive to reduce opponent	t's Initiative by 2d6 for this ro	ound only						
Ready		full		later during this round	liter on Domain 1							
Refresh Movement Actions		1 round	II not attacked, re	ain 1 action die's result in vita	mty or 2 wounds							
Standard Move	_20_ft.	half	Move up to Speed	in any direction								
Handle item	0 ft.	half		up, or manipulate 1 object								
Manuat/Diamanuat	0.6	6.11	Duomana én mida 1 é									

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

Mount/Dismount

Reposition

Total Defense

Run

0 ft.

0 ft.

<u>80</u> ft.

<u>20</u> ft.

full

half

full

full

Prepare to ride 1 trained animal or vehicle

Stand or drop prone, become flat-footed

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

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

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



	CARRYING C	APACITY				REPUTATION AND	RENOWN		
GHT LOAD Up to	D 140 HEAVY LOAD (-2	DEF/PHYSICA	L, 1/2 SPEED) 14	41-420	LEGEND	REPUTATION	RE	NOWN	
	/PHYSICAL, CAN'T MOVE	4.21 +	- 11-		HEROIC RENOWN	TITLE			
FT (2 × HEAVY LOAD	, NO MOVEMENT)	340	Cra.		MILITARY RENOWN	TITLE			
ISH/DRAG (2 × HEAV	/Y LOAD, 1/4 SPEED)	840		Q	NOBLE RENOWN	TITLE			
				GI	EAR				
ME	EFFECT	SZ/HANI		WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIG
ackpack	+2 Str for carrying	<u>S/-</u>	Soft 2	3	Pouches (5)	Hold 50 coins each		Soft 1	
ock/tackle ft. hemp rope	+4 Str for lifting Supports 1,000 lbs.	<u>M/2</u>	Hard 3 Soft 2	25	Magnifying glass Tinderbox	Enlarges details Starts fire in 1 round	 	Brittle 1 Hard 1	0.5
rappling hook	+2 Climb with rope		Hard 2	4	Thieves' tools	For Disarm checks	D/2 D/2	Hard 1	0.5
ap, detailed	See rules reference		Brittle 1	0.1	Sextant	+2 to navigate Know.	F/1	Brittle 1	1
nyglass	x2 vision incremen		Hard 2	3	"Locktongue"	See Magic Items	T/1	Solid 3	
strolabe									
edroll	Tells day/month/ye Cold Resistance 4	$\frac{\text{rar}}{\text{S/-}}$	Hard 2 Soft 1	- <u>10</u> 3	Pipe	+2 Concentrate	D/1	Hard 1	0.1
ations (7)	Feeds 1 for 1 day ea			5			· ·		
aterskin	Holds 2 quarts	T/1			Total Encumbranc	 Ce			82.
								~~	
				MO	IUNT				
ME		SIZE (FO	OTPRINT)/REACH	(_	) /	_ SPEED	TF	RAVEL	
			INIT _		ATK DEF _	RES	HEALTH	COMI	
TRIBUTES									
LLS									
LLSALITIES		SPEED	TR	~~~	IICLE	OCC/LOAD		_ CONST	
ILLS IALITIES TACKS ME			AT	~~~				_ CONST	
LLS ALITIES TACKS ME ALITIES	CONTA	CT 1		RAVEL	SIZE/DEF _	CONTACT 2	2		
LLS ALITIES FACKS ME ALITIES ME <b>Kara th</b>	CONTA e Gypsy trust	CT 1 As _{SIZE/RE}	ACH M/1 SPF	RAVEL	SIZE/DEF _		2		EED
LLS ALITIES TACKS ME ME TRIBUTES Str 10	<b>CONTA</b> <u>e Gypsy</u> _{trust} , Dex 10, Con 10, Int	<b>T 1</b> As _{SIZE/RE} 0, Wis 10, C	EACH $M/1$ SPF Cha 12 REP COST	RAVEL EED 30' T 50	NAMEATTRIBUTES	CONTACT 2	2 SIZE/REACH	H SPE	сер г
LLS	<b>CONTA</b> <i>e Gypsy</i> TRUST , Dex 10, Con 10, Int +2 DEF 14 RES	T 1 As size/re .0, Wis 10, C +1 HEAL	асн <u>M/1</u> sph Cha 12 _{REP} cos ² тн <u>30/10</u> сом	RAVEL EED 30' T 50	NAMEATTRIBUTES	CONTACT 2	2 SIZE/REACH	H SPE	сер г
LLS ALITIES TACKS ALITIES ALITIES ME ME ME ME ME ME ME ME ME ME ME ME ME ALITIES ME ALITIES ME ALITIES ALITIES ALITIES ME ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ME ALITIES ALITIES ME ALITIES ME ALITIES ME ALITIES ME ALITIES ME ALITIES ALITIES ME ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES TARA TH ALITIES TARA TH ALITIES TARA TH ALITIES ALITIES TARA TH ALITIES ALITIES TARA TH ALITIES ALITIES TARA TH ALITIES TARA TH ALITIES TARA TH ALITIES TARA TH ALITIES TARA TH ALITIES TARA TH ALITIES TARA TH ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALITIES ALIT	<b>CONTA</b> <u>e Gypsy</u> TRUST , Dex 10, Con 10, Int +2 DEF 14 RES mpress +7, Sense Mot	$\frac{As}{0, \text{Wis 10, } 0}$ $\frac{+1}{10000000000000000000000000000000000$	EACH $M/1$ SPF Cha 12 REP COS TH $\frac{30/10}{\text{casting +4}}$ COM	RAVEL	NAMEATTRIBUTESATKATKATKATK	CONTACT 2	2 	H SPE	сер г
LLS ALITIES ME ALITIES ME ALITIES T+4 ATK LLS Bluff +7, I ALITIES Basic S	<b>CONTA</b> <i>e Gypsy</i> TRUST , Dex 10, Con 10, Int +2 DEF 14 RES mpress +7, Sense Mot Skill Mastery (Actor), I	T 1 As _{SIZE/RE} 0, Wis 10, C +1 _{HEAL} ive +8, Spell .ady Luck's	EACH $M/1$ SPH Cha 12 REP COS TH 30/10 COM casting +4 Smile, Spell Def	RAVEL	NAMEATTRIBUTESATKATKATKATK	CONTACT 2	2 	H SPE	сер г
LLS	<b>CONTA</b> <i>e Gypsy</i>	$\frac{As}{+1} = \frac{SIZE/RE}{HEAL}$ addy Luck's 2	$M/1_{ACH} M/1_{SPF}$ Cha 12_REP COS TH 30/10 COM casting +4 Smile, Spell Defended, hurl)	RAVEL	NAMEATTRIBUTESATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATKATK _ATK	CONTACT 2	2 SIZE/REACH HEALTH	H SPE REP COS' COM	сер г
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## SALEM IRONRING: RULES REFERENCE

### ACTION DICE

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

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

#### SPECIES

**Darkvision I:** You ignore the effects of dim and faint light. **Enlightened Crafting:** Your maximum Crafting rank is 8.

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

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

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

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

## SPECIALTY, CLASS, & FEATS

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

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

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

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

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

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

### GEAR, CONTACT, & MAGIC ITEMS

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

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

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

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

**Hurl:** A character with the Hurled proficiency may throw this weapon with a range of 15 ft.  $\times$  2.

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

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

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

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

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

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

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

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

# ASPEN – ROOTWALKER KEEPER

Age: Indeterminate Height: 14 ft. 3 in. Weight: 272 lbs.

#### **Distinguishing Characteristics**

Four arms; extensive body paint and carvings

#### Background

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

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



Aspen CHARACTER NAME Keeper 3 FIRST CLASS/LEVEL	3	Rootw species/talent second class/level	valker	SPECIALTY THIRD CLASS/	Mystic	- 7	anta	syÇi	dft
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ATHLETICS	STR	+8 = -6	+ +		□ NOTICE	WIS	+7 = 5	+ +	
BLEND	CHA	+5 = 5	+ +		□ PRESTIDIG		=	+ +	
□ BLUFF	CHA	+5 = 5	- 0 +		□ RESOLVE	CON	+5 = 4	+ +	
□ CRAFTING *	INT	= +	+		□ RIDE *	DEX		+ +	2 19-20
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□ INVESTIGATE		+9 = 5		19-20	□ TACTICS	INT	+5 = 3	+ <u>2</u> +	
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Large	<b>`</b>		2x2		1								
Large						WEAPON 3		TYPE	ATK	DMG	THRE	AT SZ/HAND	WGT
GROUN	d spei	ED	<b>OTHER</b> 3	SPEED II	RAVÈL SPEED 🧲		RNG	SHOTS		QUALITI	ES/UPGRAD	ES	
		ED					RNG	SHOTS		QUALITI	ES/UPGRAD	ES	
BA	SE	ED	UTHER Basi		MPH		RNG						
	SE	ED				WEAPON 4	RNG	SHOTS TYPE	ATK	QUALITI DMG	ES/UPGRAD		WGT
BA	SE	ED			MPH	WEAPON 4		ТҮРЕ	ATK	DMG		AT SZ/HAND	WGT
BA	SE		BASI	E	MPH	WEAPON 4	RNG		ATK	DMG		AT SZ/HAND	WGT
BA	SE			E	MPH	WEAPON 4		ТҮРЕ		DMG		AT SZ/HAND	WGT
BA	se ft.		BASI ROFICIE	E	MPH 3	WEAPON 4		ТҮРЕ		DMG		AT SZ/HAND	WGT
BA: 30 1	se ft.	P	BASI Roficie Pr	NCIES	MPH 3	WEAPON 4	RNG	TYPE SHOTS	×	DMG		AT SZ/HAND	WGT
BA 30 1 PROFICIENT	SE ft. Forte	P	BASI Roficie Pr	NCIES OFICIENT FORT	MPH 3 E BOWS		RNG	TYPE 	2	QUALITE ARMOR	THRE ES/UPGRAD	ES	
BA 30 = PROFICIENT	SE ft. Forte □	P UNARME BLUNT	BASI Roficie Pr	NCIES OFICIENT FORT	MPH 3 E BOWS BLACK POWDER		RNG	TYPE SHOTS	×	DMG		ES	WGT
BA 30 : PROFICIENT	SE ft. FORTE □	UNARME BLUNT EDGED	BASI Roficie Pr	NCIES OFICIENT FORT	MPH 3 E BOWS	WEAPON 4	RNG	TYPE shots	DR	QUALITE ARMOR	THRE ES/UPGRAD	ES SPEED natural	
BA 30 = PROFICIENT	SE ft. Forte □	P UNARME BLUNT	BASI Roficie Pr	NCIES OFICIENT FORT	MPH 3 E BOWS BLACK POWDER		RNG	TYPE shots	2	QUALITE ARMOR	THRE ES/UPGRAD	ES	
BA 30 : PROFICIENT	SE ft. FORTE □	UNARME BLUNT EDGED	BASI Roficie Pr	NCIES OFICIENT FORT	MPH 3 E BOWS BLACK POWDER SIEGE WEAPONS	ARMOR	RNG	TYPE shots	DR	QUALITE ARMOR	THRE ES/UPGRAD	ES SPEED natural	
BA 30 : PROFICIENT	SE ft. FORTE □	UNARME BLUNT EDGED	BASI Roficie Pr	NCIES OFICIENT FORT	MPH 3 E BOWS BLACK POWDER SIEGE WEAPONS		RNG	TYPE shots	DR	QUALITE ARMOR	THRE ES/UPGRAD	ES SPEED natural	
BA 30 1 PROFICIENT	SE ft. FORTE	P UNARME BLUNT EDGED HURLED	BASI Roficie Pr d	OFICIENT FORT	MPH 3 E BOWS BLACK POWDER SIEGE WEAPONS	ARMOR	RNG	TYPE shots	DR	QUALITE ARMOR	THRE ES/UPGRAD	ES SPEED natural	
BA 30 : PROFICIENT   ACTION	SE ft. FORTE	P UNARME BLUNT EDGED	BASI Roficie Pr	NCIES OFICIENT FORT	MPH 3 E BOWS BLACK POWDER SIEGE WEAPONS	ARMOR	RNG	TYPE shots	DR	QUALITE ARMOR	THRE ES/UPGRAD	ES SPEED natural	
BA 30 1 PROFICIENT	SE ft. FORTE	P UNARME BLUNT EDGED HURLED	BASI Roficie Pr d	E OFICIENT FORT	MPH 3 E BOWS BLACK POWDER SIEGE WEAPONS	ARMOR	RNG	TYPE shots	DR	QUALITE ARMOR	THRE ES/UPGRAD	ES SPEED natural	
BA 30 2 PROFICIENT       	SE ft. FORTE	PI UNARME BLUNT EDGED HURLED	BASI Roficie Pr D	E OFICIENT FORT:	MPH 3 E BOWS BLACK POWDER SIEGE WEAPONS	ARMOR DMBAT ACTIONS	RNG Th DISGUISE	TYPE SHOTS	2 DR RESISTANCES	DMG QUALITI ARMOR	ACP	es speed natural upgrades	
BA 30 : PROFICIENT     ACTION Attack Actions	SE ft. FORTE	P UNARME BLUNT EDGED HURLED	BASI ROFICIE PR D TIME half	E OFICIENT FORT	MPH 3 E BOWS BLACK POWDER SIEGE WEAPONS	ARNOR DMBAT ACTIONS	Th DISGUISE	TYPE SHOTS	2 DR RESISTANCES	DMG QUALITI ARMOR	ACP	es speed natural upgrades	
BA 30 ± PROFICIENT	SE ft. FORTE	PI UNARME BLUNT EDGED HURLED	BASI ROFICIE PR D TIME half full	E OFICIENT FORT	MPH 3 E BOWS BLACK POWDER SIEGE WEAPONS C	ARMOR OMBAT ACTIONS	Th DISGUISE	TYPE SHOTS	2 DR RESISTANCES	DMG QUALITI ARMOR	ACP	es speed natural upgrades	
BA 30 ± PROFICIENT       	SE ft. FORTE	PI UNARME BLUNT EDGED HURLED	BASI ROFICIE PR D TIME half full full	E OFICIENT FORT	MPH 3 E BOWS BLACK POWDER SIEGE WEAPONS C target toward 1 opponent; opposed target only) hit = unconscious	ARMOR DMBAT ACTIONS Athletics check to push targe s or automatic critical hit + sa target in Close Quarters	Th DISGUISE	TYPE SHOTS	2 DR RESISTANCES	DMG QUALITI ARMOR	ACP	es speed natural upgrades	
BA 30 : PROFICIENT         	SE ft. FORTE	P UNARME BLUNT EDGED HURLED NUS/MOVE +8	BASI ROFICIE PR D TIME full full full half	E OFICIENT FORT:	MPH 3 E BOWS BLACK POWDER SIEGE WEAPONS C target toward 1 opponent; opposed target only) hit = unconscious s. Standard Attack to disarm 1	ARMOR ARMOR DMBAT ACTIONS Athletics check to push targe s or automatic critical hit + sa target in Close Quarters ponent <i>flat-footed</i>	RNG Th DISGUISE et 1 square + ave vs. death (	TYPE SHOTS SHOTS TYPE 1 additional squa (Fort DC 10 + Da	2 DR RESISTANCES	DMG QUALITI ARMOR DP	ES/UPGRAD	es speed natural upgrades	
BA 30 : PROFICIENT         	SE ft. FORTE	P UNARME BLUNT EDGED HURLED	BASI ROFICIE PR D TIME full full full half half	E OFICIENT FORT: OFICIENT FORT: OFICIENT OF OFICIENT OFICIENT OF OFICIENT OFICIENT OF OFICIENT OFICIEN	MPH 3 E BOWS BLACK POWDER SIEGE WEAPONS C target toward 1 opponent; opposed target only) hit = unconsciour S. Standard Attack to disarm S. Standard Attack to disarm Notice to render adjacent op	ARMOR ARMOR DMBAT ACTIONS Athletics check to push targe s or automatic critical hit + sa target in Close Quarters ponent <i>flat-footed</i>	RNG Th DISGUISE et 1 square + ave vs. death (	TYPE SHOTS SHOTS TYPE 1 additional squa (Fort DC 10 + Da	2 DR RESISTANCES	DMG QUALITI ARMOR DP	ES/UPGRAD	es speed natural upgrades	
BA 30 ± PROFICIENT	SE ft. FORTE	P UNARME BLUNT EDGED HURLED NUS/MOVE +8 +1 +1 +13	BASI ROFICIE PR D TIME half full full half full	E OFICIENT FORT OFICIENT FORT  EFFECT I attack against 1 Move up to Speed (Helpless adjacent Standard Attack v Prestidigitation vs Athletics vs. Athle Unarmed attack: 1	MPH 3 E BOWS BLACK POWDER SIEGE WEAPONS C C target toward 1 opponent; opposed target only hit = unconscious s. Standard Attack to disarm 1 . Notice to render a djacent op tics to render target <i>held</i> ; both	Athletics check to push targes or automatic critical hit + sa target in Close Quarters ponent <i>flat-footed</i> in characters become <i>vulnerab</i>	Th DISGUISE et 1 square + ave vs. death f	TYPE SHOTS SHOTS I additional squa (Fort DC 10 + Da make additional A	2 DR RESISTANCES	DMG QUALITI ARMOR DP	ES/UPGRAD	es speed natural upgrades	
BA 30 : PROFICIENT	SE ft. FORTE	P UNARME BLUNT EDGED HURLED NUUS/MOVE +8 	BASI ROFICIE PR D TIME half full half full full full	E OFICIENT FORT OFICIENT FORT  C OFICIENT FORT OFICIENT OFICE	MPH 3 E BOWS BLACK POWDER SIEGE WEAPONS C target toward 1 opponent; opposed target only) hit = unconsciour s. Standard Attack to disarm I . Notice to render adjacent op tics to render to	Athletics check to push targe or automatic critical hit + sa target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnerab</i>	RNG Th DISGUISE et 1 square + twe vs. death ( ble and may n you with nexe	TYPE SHOTS SHOTS I additional squa (Fort DC 10 + Da make additional A	2 DR RESISTANCES	DMG QUALITI ARMOR DP	ES/UPGRAD	es speed natural upgrades	

+1 half Acrobatics vs. Acrobatics to render target *sprawled* 

Trip *

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

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

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

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



LIGHT LOAD Up to 180 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 181-540 LEGEND REPUTATION REPUTATION REPUTATION	
	ENOWN
OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 541+ HEROIC RENOWN TITLE	
LIFT (2 × HEAVY LOAD, NO MOVEMENT) 1,080 MILITARY RENOWN TITLE	
PUSH/DRAG (2 × HEAVY LOAD, 1/4 SPEED) <b>1,080</b> NOBLE RENOWN TITLE	
GEAR	
NAME EFFECT SZ/HAND CONST WEIGHT NAME EFFECT SZ/HAND	CONST WEIGHT
Backpack         +2 Str for carrying         M/-         Soft 2         3         Fresh food (9)         Negates sickened         T/2	Brittle 1 9
Doctor's bag         For Medicine checks         D/2         Soft 1         2         Waterskin         Holds 2 quarts         T/1	Soft 1 5.5
Carver's kit For Crafting checks D/2 Hard 1 3	
Body paint (3)         +2 Blend (urban)         T/2         Soft 1         0.25	
Balm (3)     x2 vitality heal     T/2     Soft 1     1	
Bandages (10)     Negates bleeding     T/2     Soft 1     0.5	
Leeches (4 hours)     x2 subdual heal     F/1     Brittle 1     0.5       Of (a) (a) (b) (b) (b) (b) (b) (b) (b) (b) (b) (b	
Ointment (3)     Re-roll disease save     F/1     Brittle 1     0.25       Selve (2)     Selve (2)     Selve (2)     Selve (2)	
Salve (3)     x2 wound heal     T/2     Soft 1     1       Tonic (3)     Save vs. poison     F/1     Brittle 1     0.25     Total Encumbrance	
Tonic (3)     Save vs. poison     F/1     Brittle 1     0.25     Total Encumbrance	
MOUNT	
NAME SIZE (FOOTPRINT)/REACH () / SPEED TR	RAVEL
ATTRIBUTES INIT ATK DEF RES HEALTH	COMP
SKILLS	
QUALITIES	
ATTACKS	
VEHICLE	
NAME SPEED TRAVEL SIZE/DEF OCC/LOAD	CONST
QUALITIES SPEED INAVEL SPEED OCCIDAD	
CONTACT 1 CONTACT 2	
NAME TRUST SIZE/REACH SPEED NAME TRUST SIZE/REACH	H SPEED
ATTRIBUTES REP COST ATTRIBUTES	
INITATKDEFRESHEALTHCOMPINITATKDEFRESHEALTH_	REP COST
	REP COST
SKILLS SKILLS	REP COST
skills     skills       QUALITIES     QUALITIES	REP COST
	REP COST
QUALITIES QUALITIES	REP COST
QUALITIES     QUALITIES       ATTACKS     ATTACKS	REP COST
QUALITIES     QUALITIES       ATTACKS     ATTACKS       GEAR     GEAR       HOLDING 1     HOLDING 2	REP COST COMP
QUALITIES   ATTACKS   GEAR   HOLDING 1   HOLDING 2     NAME     SCALE   GUESTS     NAME     SCALE     GUESTS	REP COST COMP
QUALITIES   ATTACKS   GEAR   HOLDING 1   HOLDING 2     NAME   SCALE   GUESTS     NAME   SCALE     GUALITIES     QUALITIES     ATTACKS   GEAR     HOLDING 2     GUESTS     NAME     SCALE     GUESTS     NAME     SCALE     GUESTS	REP COST COMP
QUALITIES   ATTACKS   GEAR   HOLDING 1   HOLDING 2     NAME   SCALE   GUESTS   MAX   NAME   SCALE   GUESTS   UPGRADES     REP. COST	REP COST COMP  S/ MAX
QUALITIES   ATTACKS   ATTACKS   GEAR   HOLDING 1   HOLDING 2     NAME   SCALE   GUESTS   UPGRADES     REP. COST     MAGIC ITEMS	REP COST COMP  5/ MAX REP. COST
QUALITIES   ATTACKS   GEAR   HOLDING 1   HOLDING 2     NAME   SCALE   GUESTS   MAX   NAME   SCALE   GUESTS   UPGRADES     REP. COST	REP COST COMP  S/ MAX
QUALITIES   ATTACKS   ATTACKS   GEAR   HOLDING 1   HOLDING 2     NAME   SCALE   GUESTS   UPGRADES     REP. COST     MAGIC ITEMS	REP COST COMP  5/ MAX REP. COST
QUALITIES   ATTACKS   ATTACKS   GEAR   HOLDING 1   HOLDING 2     NAME   SCALE   GUESTS   UPGRADES     REP. COST     MAGIC ITEMS	REP COST COMP  5/ MAX REP. COST
QUALITIES   ATTACKS   ATTACKS   GEAR   HOLDING 1   HOLDING 2     NAME   SCALE   GUESTS   UPGRADES     REP. COST     MAGIC ITEMS	REP COST COMP  5/ MAX REP. COST
QUALITIES   ATTACKS   ATTACKS   GEAR   HOLDING 1   HOLDING 2     NAME   SCALE   GUESTS   UPGRADES     REP. COST     MAGIC ITEMS	REP COST COMP  5/ MAX REP. COST
QUALITIES   ATTACKS   ATTACKS   GEAR   HOLDING 1   HOLDING 2     NAME   SCALE   GUESTS   UPGRADES     REP. COST     MAGIC ITEMS	REP COST COMP  5/ MAX REP. COST
QUALITIES   ATTACKS   ATTACKS   GEAR   HOLDING 1   HOLDING 2     NAME   SCALE   GUESTS   UPGRADES     REP. COST     MAGIC ITEMS	REP COST COMP  5/ MAX REP. COST





CASTING LEVEL	1	SPEL	POINTS	<	SPELLC	ASTING BONUS	тот	AL RANKS INT MISC. MOD. MOD.
SPELLS KNOWN	TOTAL :	=	_ + WISDOM SCORE	+ MISC. MOD.	ŚĂ	VE DC	1 TOT	<b>0</b> = 10 + +
			SCORE					MOD.
			•	SPEI	L LIST			
NAME/SCHOOL Create Water	LEVEL 0	CASTING TIME 1 half	DISTANCE Close	AREA	DURATION Instant	saving throw <b>None</b>	PREP COST <b>None</b>	EFFECT Create up to 2 gallons of water
Touch of Light	0	1 full	P or T	-	Instant	Will neg.	None	Target heals 1 damage or 1 vitality
Ranges:								
Personal								Happens at/to caster
Close								Up to 50 ft.
Local								Up to 250 ft.
Remote								Up to 1,000 ft.
Short Range								From caster, up to 50 ft.
Medium Range								From caster, up to 250 ft.
Long Range								From caster, up to 1,000 ft.

he Gift		NAME	NOTES
	Automatically cast 1 spell above with a Casting Level		
	of 1 (three times per scene)		
		<u> </u>	



## **ASPEN: RULES REFERENCE**

### ACTION DICE

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

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

#### **SPECIES**

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

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

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

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

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

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

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

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

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

## SPECIALTY, CLASS, & FEATS

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

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

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

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

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

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

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

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

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

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

Trade Secrets: Your maximum Sense Motive rank is 11.

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

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

## GEAR & SPELLS

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

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

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

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

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

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

# JIRO 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 Kona	ta	Single-N	linded	SPECIALTY	Cavalier		2		T
Lancer 3	3					- 57			Lairi
FIRST CLASS/LEVEL		SECOND CLASS/LEVEL		THIRD CLASS/	LEVEL				
PLAYER NAME Male GENDER AG	26	CURRENT XP 5' 7" HEIGHT	145 lbs.	NEXT LEVEL Focuse EYES	ed Streaked	ACT	TION DICE	3 STARTING DIG	CE DIE TYPE
PHYSIC	CAL ATTRIB	UTÈS	ME	NTAL ATTR	RIBUTËŜ		CL N		
ATTRIBUTE NAME SCORE	MODIFIER	IMPAIRED IMPAIRED SCORE MODIFIER	ATTRIBUTE NAME SCOI	RE MODIFIER	IMPAIRED IMPAIRED SCORE MODIFIER			All	2
STR 14	+2		INT 10	0 +0		12			
DEX 14	+2		WIS 14	<u>+2</u>				N A	- SS
CON 14	+2		CHA 12 CHARISMA	2 +1		Ē			1 /5
				SKIL	LS				MAX RANKS 6
ORIGIN SKILL SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS RANKS	ATTRIBUTE MISC. MOD. MOD.	THREAT RANGE	ORIGIN SKILL SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS R	ATTRIBUTE RANKS MOD.	MISC. THREAT MOD. RANGE
■ ACROBATICS	DEX	+4 = 2 +	2 +		□ MEDICINE	INT	= _	+ +	
□ ATHLETICS	STR	<u>+5</u> = <u>3</u> +	+		□ NOTICE	WIS	<u>+4</u> = _	2 + +	
D BLEND	CHA	= +	+		PRESTIDIGITA		+6 = -	4 + 2 + 2	
□ BLUFF	CHA	= +	+		RESOLVE	CON	+8 = -	$\frac{1}{6}$ + $\frac{2}{2}$ +	
<ul> <li>CRAFTING *</li> <li>DISGUISE</li> </ul>	INT CHA	= +	+		□ RIDE * ■ SEARCH	DEX INT	+1 _	$\frac{1}{1}$ + $\frac{1}{0}$ +	
□ HAGGLE	WIS	= +	+		■ SEARCH		=	* *	
□ IMPRESS	CHA	+4 = 3 +	1 +		□ SNEAK	DEX		· ·	
□ INTIMIDATE	WIS	+3 = 1 +	2 +		□ SURVIVAL	WIS	= _	+ +	
□ INVESTIGATE	WIS	= +	+		□ TACTICS	INT	+2 =	2 + _0 +	
		FOCUSES				IN	TERESTS	S	TUDIES 4
CRAF	TING		RIDE		Language: (	Common		Study: The	Realm
		Ric	ling Mounts		0_0			Study: Horse	
			ter Vehicles					Study: Eti	
								Study: We	aponry
				SUBPL	LOTS			-	
		□ COMPLETED			□ COMPLET	TED			□ COMPLETED
		COMPLETED			COMPLET	TED			COMPLETED
		COIN				L	FESTYLE		FESTYLE 4
		14s			PANACHE	3	_	PRUDENCE	1
COIN IN HAND					APPEARANCE BONUS	+2	MONEY S	SAVED/EARNED _	20 %
STAKE					INCOME _	30s			
		NON-COMB	AT ABILITIES: C	LASS ABIL	LITIES, FEATS, AND	OTHER OPTIO	INS		
NAME Born in the Saddle	NOTES Always suc	ceed with Intimidat	e and Ride check		NAME Favored Gear	NOTES Double action	n die for atte	ack/skill checks	s with Tsuvoi
		23, and opposed ch			Glory-Bound			putation for 20	
	(results up				Mettle	Maximum Re			
Lifotimo Companio			int - 600 Coox 0. T		Practiced Ride			ılt fails, retain a	ction dia
Lifetime Companion					1 ; MUHUCU NIUE				
	_ <u>20 % uiscou</u>	int with mounts and	r renareu gear	·					



DEFENSE	<u>12</u> TOTAL =	$10 + \underbrace{1}_{\substack{\text{CLASS}\\\text{BONUS}}} +$	- <u>2</u> + + +	<u>1</u> MISC ARMOR MOD.	IN	ITIATI	VE	+6 =	4 +	 	+	_
VITALITY	42 TOTAL	CURRENT	WOUNDS	14 TOTAL CURRENT	ATTACK TYPE TOTAL	ASE ATT	ATTRIBUTE	MISC. MOD.	SAVE TYPE TOT	VING THR BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
	CF	RITICAL INJ	URIES		UNARMED +5 Melee +5	$= \frac{3}{3}$	+ <u>2</u> + + <u>2</u> +		RTITUDE <u>+4</u> EFLEX <u>+2</u>	 >1	+ _2 ++	-1
					RANGED +5	3	_ + _ 2 _ +			<b>4</b> = 2	+ _ 2 +	+
SUBDUAL		FATIGUED	STRESS	CURRENT SHAKEN		¢		N	EAPONS			-)
						<i>Be</i>	oar spear	+6	1d8+4		M/1	10
		CONDITIO	NS		WEAPON 1	15x2	TYPE	ble	ed, guard	+1, hurl, i ies/upgrades		WGT
						·	Katana	+6	1d10+4		S/1	4
		SIZE			WEAPON 2		TYPE	ATK	_{рмд} caval	ry, keen 4		WGT
SIZE		FOOTPRINT		REACH		RNG	SHOTS			IES/UPGRADES		
Medium	1	1x1		1		- W	7akizashi TYPE	<u>+6</u>	1d8+4	<u>20</u>	$-\frac{T/1}{SZ/HAND}$	2 wgt
					WEAPON 3		TYPE	AIK		AP 2	SZ/HAND	WGT
GROUND	SPEED	OTHER SP	PEED TRA	VÊL SPEED		RNG	SHOTS		QUALIT	IES/UPGRADES		
BASE		BASE		MPH			hort bow	<b>+6</b>	1d6	<u>19</u>	<u>S/2</u>	<u>5</u>
30 ft.	•			3	WEAPON 4	20x6			standard a			WGT
						RNG	SHOTS		QUALIT	IES/UPGRADES		
		1ED I	FICIENT FORTE	BOWS BLACK POWDER			ard. leathei		ARMOR	+0	-5	44
	DRTE	PROF 1ED I	FICIENT FORTE		ARMOR		ard. leather	r <u>4</u> DR Fire 5 RESISTANCES	ARMOR	+0 ACP heav	-5 speed y fittings pgrades	WGT
	DRTE UNARM	PROF 1ED I	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS		<i>M. ha</i> -10 DISGUISE	ard. leather	Fire 5	ARMOR	+0 ACP heav	y fittings	WGT
ACTION	DRTE UNARM	PROF 1ED I	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS	ARMOR	<i>M. ha</i> -10 DISGUISE	ard. leather	Fire 5	ARMOR	+0 ACP heav	y fittings	WGT
	DRTE UNARM BLUNT EDGED HURLEI	PROF 1ED I D	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS	ARMOR	<i>M. ha</i> -10 DISGUISE	ard. leather	Fire 5	ARMOR	+0 ACP heav	y fittings	WGT
ACTION Attack Actions Standard Attack Bull Rush *	DRTE UNARM BLUNT EDGED HURLEI	PROF MED I I D TIME half full	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS C et ard 1 opponent; opposed	ARMOR DMBAT ACTIONS	M. hu	TYPE	DR Fire 5 RESISTANCES	<b>ARMOR</b> 1 	+0 ACP heav	SPEED by fittings pgrades	WGT
ACTION Attack Actions Standard Attack	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE	PROF 4ED I D TIME half	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS C et ard 1 opponent; opposed	ARMOR OMBAT ACTIONS	M. hu	TYPE	DR Fire 5 RESISTANCES	<b>ARMOR</b> 1 	+0 ACP heav	SPEED by fittings pgrades	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint	DRTE UNARM UNARM BLUNT EDGED HURLEI BONUS/MOVE <u>+4</u> <u>+2</u>	PROF IED I D TIME half full half half half	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS et ard 1 opponent; opposed get only) hit = unconsciou andard Attack to disarm 1 titce to render adjacent op	ARNOR OMBAT ACTIONS Athletics check to push tan s or automatic critical hit + target in Close Quarters ponent flat-footed	get 1 square + save vs. death	TYPE 	DR Fire 5 RESISTANCES	ARMOR 1 	+0 ACP heav U	SPEED by fittings pgrades	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarre * Feint Grapple *	DRTE UNARM BLUNT EDGED HURLED BONUS/MOVE <u>+4</u>	PROF IED I D TIME half full half half full	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS C et ard 1 opponent; opposed et only) hit = unconscious andard Attack to disarm 1 tice to render adjacent op to render target <i>held</i> ; both	ARMOR OMBAT ACTIONS Athletics check to push tans s or automatic critical hit + t target in Close Quarters	get 1 square + save vs. death	TYPE 	DR Fire 5 RESISTANCES	ARMOR 1 	+0 ACP heav U	SPEED by fittings pgrades	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple * Pummel	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u>	PROF MED I I D TIME I full full half full half full full	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS C et and 1 opponent; opposed et only) hit = unconscious andard Attack to disarm I tice to render adjacent op to render ragiacent op to render target <i>held</i> ; bob	ARMOR ARMOR OMBAT ACTIONS Athletics check to push tans s or automatic critical hit + t target in Close Quarters ponent <i>flat-footed</i> h characters become <i>vulner</i>	M. hu -10 DISGUISE get 1 square + save vs. death able and may	TYPE TYPE - 1 additional squar (Fort DC 10 + Dar make additional At	DR Fire 5 RESISTANCES	ARMOR 1 	+0 ACP heav U	SPEED by fittings pgrades	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarre * Feint Grapple *	DRTE UNARM UNARM BLUNT EDGED HURLEI BONUS/MOVE <u>+4</u> <u>+2</u>	PROF IED I D TIME half full half half full	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS et and 1 opponent; opposed et only) hit = unconscious andard Attack to disarm 1 tice to render adjacent op to render target <i>held</i> ; bott triple subdual damage e Motive to force opponent	ARNOR OMBAT ACTIONS Athletics check to push tan s or automatic critical hit + target in Close Quarters ponent flat-footed	M. htt -10 DISGUISE get 1 square + save vs. death able and may	TYPE TYPE - 1 additional squar (Fort DC 10 + Dar make additional At	DR Fire 5 RESISTANCES	ARMOR 1 	+0 ACP heav U	SPEED by fittings pgrades	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple * Pummel Taunt Taunt Threaten Tire	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE 	PROF IED I D TIME I half full half half full half half half half half	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS C et ard 1 opponent; opposed get only) hit = unconsciour andard Attack to disarm 1 titce to render adjacent op to render target <i>held</i> ; bott triple subdual damage e Motive to force opponen to inflict 1d6 stress dama inflict 1d6 subdual damage	Athletics check to push tars or automatic critical hit + I target in Close Quarters ponent <i>flat_footed</i> h characters become <i>vulneri</i> at in Close Quarters to attac ge to opponent in Close Qu ge to adjacent opponent	M. htt -10 DISGUISE get 1 square + save vs. death able and may	TYPE TYPE - 1 additional squar (Fort DC 10 + Dar make additional At	DR Fire 5 RESISTANCES	ARMOR 1 	+0 ACP heav U	SPEED by fittings pgrades	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten	DRTE UNARM BLUNT EDGED HURLED BONUS/MOVE <u>+4</u> <u>+2</u> <u>+4</u> <u>+2</u> <u>+4</u> <u>+0</u> <u>+3</u>	PROF IED I I D TIME half full half full half full half half half half	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS et ard 1 opponent; opposed get only) hit = unconsciou andard Attack to disarm tice to render adjacent op to render target <i>held</i> ; bott triple subdual damage e Motive to force opponen to inflict 1d6 stress dama	Athletics check to push tars or automatic critical hit + I target in Close Quarters ponent <i>flat_footed</i> h characters become <i>vulneri</i> at in Close Quarters to attac ge to opponent in Close Qu ge to adjacent opponent	M. htt -10 DISGUISE get 1 square + save vs. death able and may	TYPE TYPE - 1 additional squar (Fort DC 10 + Dar make additional At	DR Fire 5 RESISTANCES	ARMOR 1 	+0 ACP heav U	SPEED by fittings pgrades	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE 	PROF IED II D TIME II half full half full half half half half half half	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS C et and 1 opponent; opposed get only) hit = unconsciour andard Attack to disarm 1 titce to render adjacent op to render target <i>held</i> ; bott triple subdual damage e Motive to force opponen to inflict 1d6 stress dama inflict 1d6 subdual damage tics to render target <i>spraw</i>	Athletics check to push tars or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> in characters become <i>vulner</i> at in Close Quarters to attac ge to opponent in Close Qu ge to adjacent opponent <i>thed</i>	M. htt -10 DISGUISE get 1 square + save vs. death able and may	TYPE TYPE - 1 additional squar (Fort DC 10 + Dar make additional At	DR Fire 5 RESISTANCES	ARMOR 1 	+0 ACP heav U	SPEED by fittings pgrades	WGT
ACTION Attack Actions Standard Attack Buil Rush * Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Trine Trip * Initiative Actions Aim	DRTE UNARM BLUNT EDGED HURLEN BONUS/MOVE EONUS/MOVE +4 +4 +4 +0 +3 +6 +3	PROF IED II D TIME I half full half full half half half half half half half	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS Cl et and 1 opponent; opposed get only) hit = unconscious andard Attack to disarm 1 tice to render adjacent op to render target <i>held</i> ; bott triple subdual damage e Motive to force opponer to inflict 1d6 stress dama inflict 1d6 subdual damage tics to render target <i>spraw</i> (y) +1 with Standard Attack	Athletics check to push tars sor automatic critical hit + t target in Close Quarters ponent <i>flat-footed</i> th characters become <i>vulners</i> ti in Close Quarters to atlac ge to apponent in Close Qu ge to apponent in Close Qu ge to adjacent opponent <i>ided</i>	M. hu -10 DISGUISE get 1 square + save vs. death able and may tk you with ne	TYPE TYPE - 1 additional square (Fort DC 10 + Darr make additional At ext action	DR Fire 5 RESISTANCES	ARMOR _1 _DP	+0 ACP heav U	SPEED by fittings pgrades	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trire Trire Trire Tring *	DRTE UNARM BLUNT EDGED HURLEI BONUS/MOVE 	PROF 14ED II 14ED II 15 15 15 15 15 15 15 15 15 15	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS et and 1 opponent; opposed et only) hit = unconscious andard Attack to disarm 1 tice to render adjacent op to render target <i>held</i> ; bott triple subdual damage e Motive to force opponen to inflict 1d6 stress dama inflict 1d6 stress dama inflict 1d6 subdual damage tics to render target <i>spraw</i> (y) +1 with Standard Attack + target base attack bonus	Athletics check to push tan sor automatic critical hit + target in Close Quarters ponent flat-footed h characters become vulners at in Close Quarters to attac ge to opponent in Close Qu ge to adjacent opponent ded	M. hu -10 DISGUISE get 1 square + save vs. death able and may tk you with ne	TYPE TYPE - 1 additional square (Fort DC 10 + Darr make additional At ext action	DR Fire 5 RESISTANCES	ARMOR _1 _DP	+0 ACP heav U	SPEED by fittings pgrades	WGT
ACTION Attack Actions Standard Attack Buil Rush * Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Trine Trip * Initiative Actions Aim	DRTE UNARM BLUNT EDGED HURLEN BONUS/MOVE EONUS/MOVE +4 +4 +4 +0 +3 +6 +3	PROF IED II D TIME I half full half full half half half half half half half	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS C et ard 1 opponent; opposed et only) hit = unconsciour andard Attack to disarm tice to render adjacent op to render target <i>held</i> ; bott triple subdual damage e Motive to force opponen to inflict 1d6 stress dama inflict 1d6 subdual damage tics to render target <i>spraw</i> (y) +1 with Standard Attack + target base attack bonus pund; max (10 + Init bonu	Athletics check to push tan sor automatic critical hit + target in Close Quarters ponent flat-footed h characters become vulners at in Close Quarters to attac ge to opponent in Close Qu ge to adjacent opponent ded	main the second	TYPE TYPE - 1 additional square (Fort DC 10 + Darr make additional At ext action	DR Fire 5 RESISTANCES	ARMOR _1 _DP	+0 ACP heav U	SPEED by fittings 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	DRTE UNARM BLUNT EDGED HURLED BONUS/MOVE <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+</u>	PROF IED II D TIME II half full half full half half half half half half half ha	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS et ard 1 opponent; opposed (et only) hit = unconsciour andard Attack to disarm 1 titce to render adjacent op to render target <i>held</i> ; bott triple subdual damage to force opponent to inflict 146 stress dama inflict 146 stress dama (y) +1 with Standard Attack + target base attack bonus yund; max (10 + 1nit bonu Attack to adjacent opponent to force opponent	Athletics check to push tan s or automatic critical hit + target in Close Quarters ponent <i>flat-footed</i> h characters become <i>valuen</i> at in Close Quarters to attac ge to adjacent opponent <i>ided</i> k k ); success = dodge bonus to s) times	main the second	TYPE TYPE - 1 additional square (Fort DC 10 + Darr make additional At ext action	DR Fire 5 RESISTANCES	ARMOR _1 _DP	+0 ACP heav U	SPEED by fittings pgrades	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Taunt Threaten Trip * Initiative Actions Atim Anticipate Delay Distract	DRTE UNARM BLUNT EDGED HURLED BONUS/MOVE <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+</u>	PROF IED II ID TIME II half full half full half full half half half half half half half half	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS et ard 1 opponent; opposed (et only) hit = unconsciour andard Attack to disarm 1 titce to render adjacent op to render target <i>held</i> ; bott triple subdual damage to force opponent to inflict 146 stress dama inflict 146 stress dama (y) +1 with Standard Attack + target base attack bonus yund; max (10 + 1nit bonu Attack to adjacent opponent to force opponent	Athletics check to push tars sor automatic critical hit + t target in Close Quarters ponent <i>flat-footed</i> in characters become <i>vulner</i> at in Close Quarters to attac ge to apponent in Close Qu ge to apponent in Close Qu ge to adjacent opponent <i>ded</i> k k ); success = dodge bonus to s) times t's Initiative by 2d6 for this s	main the second	TYPE TYPE - 1 additional square (Fort DC 10 + Darr make additional At ext action	DR Fire 5 RESISTANCES	ARMOR _1 _DP	+0 ACP heav U	SPEED by fittings pgrades	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten True Trip * Initiative Actions Aim Anticipate Delay Distract Ready	DRTE UNARM BLUNT EDGED HURLED BONUS/MOVE <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+</u>	PROF IED IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	FICIENT FORTE	BLACK POWDER SIEGE WEAPONS C et and 1 opponent; opposed get only) hit = unconsciour andard Attack to disarm 1 titce to render adjacent op to render target <i>held</i> ; bott triple subdual damage e Motive to force opponen to inflict 1d6 stress dama inflict 1d6 subdual damage tics to render target <i>spraw</i> (y) +1 with Standard Attack + target base attack bonus bound; max (10 + Init bonu Aotive to reduce opponen er during this round	Athletics check to push tars sor automatic critical hit + t target in Close Quarters ponent <i>flat-footed</i> in characters become <i>vulner</i> at in Close Quarters to attac ge to apponent in Close Qu ge to apponent in Close Qu ge to adjacent opponent <i>ded</i> k k ); success = dodge bonus to s) times t's Initiative by 2d6 for this s	main the second	TYPE TYPE - 1 additional square (Fort DC 10 + Darr make additional At ext action	DR Fire 5 RESISTANCES	ARMOR _1 _DP	+0 ACP heav U	SPEED by fittings pgrades	WGT
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarn * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh	DRTE UNARM BLUNT EDGED HURLED BONUS/MOVE <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> <u>+4</u> 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• The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

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



LIGHT LOAD Up t	HEAVY LOAD (-2 DEF	/PHYSICAL,	1/2 SPEED) 9	1-270	LEGEND	REPUTATION	REN	NOWN	
VERLOADED (-5 DEI	F/PHYSICAL, CAN'T MOVE)	271+	15		HEROIC RENOWN	TITLE			
IFT (2 × HEAVY LOAI	D, NO MOVEMENT)540		See		MILITARY RENOWN	TITLE			
PUSH/DRAG (2 × HEAV	VY LOAD, 1/4 SPEED)	)		Q	NOBLE RENOWN	TITLE			
				G	EAR				
JAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGH
Saddlebags	+2 Str. for carrying	M/-	Soft 2	5	Pouch	Holds 50 coins	Soft 1	D/-	0.5
100 ft. silk rope	Supports 750 lbs.	S/2	Soft 2	5	Magnet	Attracts 2 lbs.	Hard 3	T/1	1
Imbrella	Heat Resistance 4	S/1	Soft 2	3	Whistle	Heard 500'/1m away	Hard 1	D/1	0.1
Hooded lantern	Dim light 50 ft. radius	T/1	Brittle 1	2	Rice balls (3)	+3 Will saves (8 hrs.)	Soft 1	T/2	2
2 pints oil	2d6 fire damage	T/1	Brittle 1	2					
Firesteel	Starts fire in 1 round	D/2	Hard 1	0.5					
Bedroll	Cold Resistance 4	S/-	Soft 1	3	·				
Grooming case	+1 Appearance bonus	D/1	Brittle 1	2	·				
Rations (7)	Feeds for 1 day each	T/2	Hard 1	5	Total Encumbrance				68.6
Waterskin	Holds 2 quarts	T/1	Soft 1	5.5	Horse Encumbrance	e (left column)	·		33
				MO	IUNT				
NAME Tsuyoi (	Warhorse) (at TL 1)	SIZE (FOOT	PRINT)/REACH	L (	1 x 2  )/ 1	SPEED 50 ft. grou	ind _{TR}	AVEL	5
	r 14, Dex 12, Con 12, I4, W						HEALTH 15		- P
	+8, Notice +4					(saves are Fort +3 / Ref			
	ess I (+4 Morale), improved	l stability (	Huge Size for	carrying,	Trample attacks, and	resisting Bull Rush/Trip	), Tough (igi	nore critica	l 1/scene
- Kiele II	I (dmg 2d8+2; threat 19-20	), Trample	e I (dmg 1d10	+2; threat	20; M and smaller tai	gets only)			
Viel II		)), Trample	e I (dmg 1d10			gets only)		~~~	
Viel II		)), Trample	e I (dmg 1d10		20; M and smaller tar	gets only)			
ATTACKS Kick II	I (dmg 2d8+2; threat 19-20		e I (dmg 1d10	VEH	HICLE			CONST	4
NTTACKS Kick III	I (dmg 2d8+2; threat 19-20			VEH	HICLE			CONST	4
JAME	I (dmg 2d8+2; threat 19-20	SPEED		VEH	HICLE	OCC/LOAD _		CONST	
NAME	I (dmg 2d8+2; threat 19-2d CONTACT 1	SPEED	TR	VEF	HICLE	OCC/LOAD CONTACT 2	2		
NATTACKS Kick III	I (dmg 2d8+2; threat 19-20	SPEED	TR	VEF	HICLE SIZE/DEF	OCC/LOAD CONTACT 2		SP	
NATTACKS Kick III	I (dmg 2d8+2; threat 19-2d CONTACT 1	SPEED	TR	VEF	IICLE SIZE/DEF	CONTACT 2	_ SIZE/REACH	= SP REP COS	ST
NAME	I (dmg 2d8+2; threat 19-2d CONTACT 1 TRUST DEF RES	SPEED 	TR SPE REP COS' I COM	VEF AVEL EED T P	IICLE SIZE/DEF NAME ATTRIBUTES INIT ATK	OCC/LOAD CONTACT 2 TRUST DEF RES	_ SIZE/REACH	= SP REP COS	ST
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ATTACKS Kick III	I (dmg 2d8+2; threat 19-20	SPEED	TR SPE REP COS' I COM	VEH           CAVEL           CED           T           P           CONTRACT           X           X	IICLE SIZE/DEF SIZE/DEF NAME ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS GEAR NAME UPGRADES	OCC/LOAD	_ SIZE/REACH HEALTH GUESTS	: SP REP COS COM	ST AP  XX
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VATTACKS Kick III	I (dmg 2d8+2; threat 19-2d CONTACT 1 TRUST DEF RES HOLDING 1 SCALE	SPEED	TR	VEH           CAVEL           CED           T           P           CONTRACT           X           X	IICLE SIZE/DEF NAME ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS GEAR UPGRADES IITEMS	OCC/LOAD	_ SIZE/REACH HEALTH GUESTS	: SP REP COS COM	ST AP XX T
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ATTACKS Kick III NAME QUALITIES NAME ATTRIBUTES INIT ATK QUALITIES QUALITIES ATTACKS GEAR NAME	I (dmg 2d8+2; threat 19-2d CONTACT 1 TRUST DEF RES HOLDING 1 SCALE	SPEED	TR	VEH           CAVEL           CED           T           P           CONTRACT           X           X	IICLE SIZE/DEF NAME ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS GEAR UPGRADES IITEMS	OCC/LOAD	_ SIZE/REACH HEALTH GUESTS	: SP REP COS COM	ST AP XX T
ATTACKS Kick III NAME QUALITIES NAME ATTRIBUTES NIT ATK SKILLS QUALITIES ATTACKS SEAR JPGRADES	I (dmg 2d8+2; threat 19-2d CONTACT 1 TRUST DEF RES HOLDING 1 SCALE	SPEED	TR	VEH           CAVEL           CED           T           P           CONTRACT           X           X	IICLE SIZE/DEF NAME ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS GEAR UPGRADES IITEMS	OCC/LOAD	_ SIZE/REACH HEALTH GUESTS	: SP REP COS COM	ST AP XX T
ATTACKS Kick III VAME QUALITIES VAME NIT ATK VATTRIBUTES VATTACKS VAME VAME VAME	I (dmg 2d8+2; threat 19-2d CONTACT 1 TRUST DEF RES HOLDING 1 SCALE	SPEED	TR	VEH           CAVEL           CED           T           P           CONTRACT           X           X	IICLE SIZE/DEF NAME ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS GEAR UPGRADES IITEMS	OCC/LOAD	_ SIZE/REACH HEALTH GUESTS	: SP REP COS COM	ST AP XX T
ATTACKS Kick III VAME QUALITIES VAME NIT ATK VATTRIBUTES VATTACKS VAME VAME VAME	I (dmg 2d8+2; threat 19-2d CONTACT 1 TRUST DEF RES HOLDING 1 SCALE	SPEED	TR	VEH           CAVEL           CED           T           P           CONTRACT           X           X	IICLE SIZE/DEF NAME ATTRIBUTES INIT ATK SKILLS QUALITIES ATTACKS GEAR UPGRADES IITEMS	OCC/LOAD	_ SIZE/REACH HEALTH GUESTS	: SP REP COS COM	ST AP XX F





## JIRO KONAŢA: RULES REFERENCE

### ACTION DICE

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

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

## ORIGIN, CLASS, & FEATS

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

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

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

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

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

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

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

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

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

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

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

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

#### TRICKS

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

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

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

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

## **GEAR & MOUNT**

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

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

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

**Hurl:** A character with the Hurled proficiency may throw this weapon with a range of 15 ft.  $\times$  2.

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

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

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

**Tough:** Once per scene, Tsuyoi may ignore all damage from a single critical hit.
# AILAYA – ELF MAGE

Age: 129 Height: 5 ft. 6 in. Weight: 103 lbs.

#### **Distinguishing Characteristics**

Flashy clothes; hauntingly beautiful eyes; lithe grace

#### Background

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

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







		1	1	2				0	2	1	-	
DEFENSE	$\frac{15}{\text{TOTAL}} =$	10 + I CLASS BONUS	+ $ +$ $  +$ $  +$ $ +$ $ +$ $ +$ $ +$ $  +$ $  +$ $  +$ $   +$ $  +$ $   +$ $   +$ $    +$ $    +$ $   +$ $     +$ $         -$	- <u>3</u> MISC. ARMOR MOD. ARMOR		NÎTIATI		+8 =	Z + _	DEX MOD.	+5 	
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		1	225				_ ' ' /				N	·
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						RNG	SHOTS	. 0		S/UPGRADES	D/1	05
		C170			WEAPON 2		owing knives	- <u>+2</u>	1d4+1 DMG	_ <u>19</u> 	D/1 sz/hand	0.5 wgt
6175		SIZE		REACH	WEAPON	15x3	B <u>10</u>		<b>k</b>	onous		
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50 ft.	•			47	WEAPON 4	<	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
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	□ UNARM □ BLUNT	1ED		BOWS BLACK POWDER		<b>&gt;</b>						
	EDGED			SIEGE WEAPONS	ARMOR		TYPE	DR	DP	ACP	SPEED	WGT
•	HURLEI	D				DISGUIS	E R	ESISTANCES		UF	GRADES	
				CO	MBAT ACTION	IS				-		
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT									
Standard Attack		half	1 attack against 1 targe	et								
Bull Rush *	_+4	full		ard 1 opponent; opposed A					ent result; target be	ecomes sprawle	ed	
Coup de Grace		full		et only) hit = unconscious			h (Fort DC 10 + Dama	ige)				
Disarm * Feint	+6	half half		andard Attack to disarm 1 tice to render adjacent opp		S						
Grapple *	+4	full		to render target <i>held</i> ; both		nerable and may	v make additional Athl	etics (Str) checks	to gain Grapple b	enefits		
Pummel		full	Unarmed attack: hit =						5 11			
Taunt	+8	half	Sense Motive vs. Sense	e Motive to force opponent	t in Close Quarters to a	ttack you with r	ext action					
Threaten	+8	half		to inflict 1d6 stress damag		Quarters						
Tire	_+6	half		inflict 1d6 subdual damage								
Trip *	_+1	half	Acrobatics vs. Acrobat	tics to render target sprawl	ed							
Initiative Actions												
Aim	. 0	half		/) +1 with Standard Attack			1					
Anticipate		half		+ target base attack bonus)		s to Defense equ	1al to Wis mod (min. +	1) for 1 full roun	1			
Delay Distract	+1	free half		ound; max (10 + Init bonus) Notive to reduce opponent		is round only						
Ready		full	1 half action taken late		5 miliauve by 200 ior u	as round only						
Refresh		1 round		1 action die's result in vital	lity or 2 wounds							
Movement Actions												
Standard Move	_50_ft.	half	Move up to Speed in a	ny direction								
Handle item	0 ft.	half	Draw, sheath, pick up,									
Mount/Dismount	0 ft.	full	Prepare to ride 1 train									
Reposition	0 ft.	half	Stand or drop prone, b									
Run	_ <u>200</u> ft.	full	Move 4 × Speed in stra	aight line (3 × Speed in full	armor); become flat-fo	oted						

 Total Defense
 ______ft.
 full
 1 Standard Move; +4 dodge bonus to Def for 1 full round

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



	CARRYING CAP	ACITY				REPU	TATION AND	RENOWN		
LIGHT LOAD Up to	70 HEAVY LOAD (-2 DEF	PHYSICAL,	1/2 SPEED) 7	71-210	LEGEND	REPUT	ATION	RE	NOWN	
OVERLOADED (-5 DEF/	PHYSICAL, CAN'T MOVE)	211+	115		HEROIC RENOWN		TITLE			
LIFT (2 × HEAVY LOAD,	NO MOVEMENT)420		C.A.		MILITARY RENOW		TITLE			
PUSH/DRAG (2 × HEAV)	Y LOAD, 1/4 SPEED)420	)		Q	NOBLE RENOWN		TITLE			
					EAR				~	
NAME	EFFECT	SZ/HAND	CONST		г наме	EFFECT		SZ/HAND	CONST	WEIGHT
Backpack	+2 Str. for carrying	<u>S/-</u>	Soft 1	3	Mage's pouch	For Spel	lcasting	D/2	Hard 1	4
Bedroll	Cold Resistance 4	<u>S/-</u>	Soft 1							
Grooming case	+1 Appearance bonus		Brittle 1		Pouch	Holds 50	) coins	D/	Soft 1	1.5
Rations (7)	Feeds 1 for 1 day each	T/2	Hard 1	5						
Waterskin	Holds 2 quarts		Soft 1	5.5						
					Total Encumbra	<u>ince</u>			~~~	30.5
	×				OUNT					
NAME		SIZE (FOOT	PRINT)/REACH	H (				TR	AVEL	
ATTRIBUTES			INIT		ATK DE	EF R	ES	HEALTH	COMP	
SKILLS										
QUALITIES										
NAME	······································	SPEED	T		HICLE SIZE/DE	2F	_ OCC/LOAD _		CONST	
	CONTACT 1						CONTACT	2		
NAME	TRUST	_ SIZE/REAC	CH SP	PEED	NAME		TRUST	_ SIZE/REACH	I SPE	ED
ATTRIBUTES			REP COS	ST	_ ATTRIBUTES				REP COST	Г
INIT ATK	DEF RES	HEALTH	I CON	/IP	INIT ATK	DEF	RES	HEALTH _	COM	P
SKILLS					_ SKILLS					
QUALITIES					QUALITIES					
ATTACKS					_ ATTACKS					
GEAR					_ GEAR					
	HOLDING 1						HOLDING	2		
NAME	SCALE	GUEST	ГЅ/ МА	AX	_ NAME		SCALE	GUESTS	/ MAX	x
			REP. COST	Г					REP. COST	
				MAG	IC ITEMS					
NAME Armband of Protect	ion ITEM LV		CES I (auto-save	once per	scene)	CHARMS +3 Defense	Bonus (alread	y factored in	)	REP COST 30
	الأس					784				





SPELLS NUVN         24         4         16         4         SAFE DC         12         12         1         1           NAMESCHOOL Facher Fall         0         1 free         Cases Close         0 free 0 free         0 free 0 free         0 free 0 free 0 free         0 free 0 free 0 free         0 free 0 free         0 free 0 free         0 free 0 free 0 free         0 free 0 free	CASTING LEVEL	3	SPELL	POINTS	6	SPELLCA	SPELLCASTING BONUS		$\mathbf{L}_{\text{AL}} = \underbrace{6}_{\text{RANKS}} + \underbrace{3}_{\text{INT}} + \underbrace{2}_{\text{MOD.}}$
Sector     Sector     Sector       Road Markel Hold     Live     Case Time     Distance     Alla     Performance     Performance       Readher Faill     0     I free     Close     30 fit. Sphere     30 runds     -     3 characters/objects fail 60 ft./round       Glow I     0     I faill     Port     -     instant     -     Decipher arcane script       Touch of Light     0     I faill     P or T     -     3 minutes     -     Walk on water       Witspers     0     I fail     P or T     -     3 minutes     -     -     Markage or 1 vitality       Water Walk     0     I half     P or T     -     3 minutes     -     -     Markage or 1 vitality       Witspers     0     I fail     P or T     -     3 minutes     -     -     Markage or 1 vitality       Adarm     1     I half     P or T     -     3 minutes     -     -     Audible or mental alarm       Color Spray     1     I half     Personal     30 ft.come     Instant     Will half     -     -     Audible or mental alarm       Color Spray     1     I half     Personal     30 ft.come     Come 30 minutes     -     -     Know state or characters in Area	OFFIC KNOWN	24	_ 4	₊ 16	₊ 4	(A)	IE NC	1	$2_{=10+}$ 1 $+$ 1
NAMESCHOOLLEVELTATME TABLEDETANCE AREAAREA ALLADURATIONPAINON FILLOWPEOFT COST2 CAST 3 characters/objects fall 60 ft./roundGlow I01 fallTouch60 ft. sphere30 min.(d)3 characters/objects fall 60 ft./roundGlow I01 fallPersonal-InstantDecipher arcane scriptTouch of Light01 fallPor T-3 minutesWalk on waterWater Walk01 halfPor T-3 minutesMaren11 halfClose20 ft. sphere6 hours (d)Alarm11 halfClose20 ft. sphere6 hours (d)Alarm11 halfPersonal15 ft. coreInstantWill negNulbel or mental alarmColor Spray11 halfPersonal30 ft. core30 minutesAudibio or mental alarm1Touch-Instant-Sense magic in AreaDetect Magic11 halfPersonal30 ft. core30 minutesNunoble or haracters in AreaIdentify118 hoursTouch-Instant-1Learn details of 1 magic itemImap:11 halfFt. coreInstant <th>SPELLS MIL</th> <th>TOTAL</th> <th>RANKS</th> <th></th> <th></th> <th>SA</th> <th></th> <th>тот</th> <th></th>	SPELLS MIL	TOTAL	RANKS			SA		тот	
NAMESCHOOL         LEVEL         TIME         DESINCE         AREA         DULATION         THEOW         COST         3 characters/objects fail 60 fL/round           Glow I         0         1 half         Touch         60 fL sphere         3 rounds         -         3 characters/objects fail 60 fL/round           Glow I         0         1 half         Port         Instant         Will neg.         -         Bell hamage or 1 vitality           Read Magic         0         1 half         P or T         -         Instant         Will neg.         -         Heal 1 damage or 1 vitality           Water Walk         0         1 half         P or T         -         Instant         Will neg.         -         Walk on water           Witspers         0         1 free         Local         -         Instant         Will neg.         -         Addible or mental alarm           Color Spray         1         half         Personal         15 ft. core         Instant         Will neg.         -         Blind 1d4 rounds + stun 1 round           Caler Wounds I         1         half         Personal         30 ft. core         3 minutes         -         -         Sense magic in Area           Detetet Magic         1         halff <th></th> <th></th> <th></th> <th></th> <th>SPEL</th> <th>L LIST</th> <th></th> <th></th> <th></th>					SPEL	L LIST			
Glow I       0       1 half       Touch       60 ft.sphere       30 min. (d)       -       -       30 ft. bright light, 30 ft. dim light         Read Magic       0       1 full       P or T       -       Instant       ·       -       Decipher arcane script         Touch of Light       0       1 full       P or T       -       Instant       ·       -       Decipher arcane script         Water Walk       0       1 full       P or T       -       Instant       ·       -       Walk on water         Will regr       0       1 free       Local       -       1 minute       -       -       Inadible conversation         Alarm       1       1 half       Personal       15 ft. come       Instant       Will neg.       -       Bind 1d4 rounds + stun 1 round         Color Syray       1       1 half       Personal       30 ft. come       30 minutes       -       Know state of characters in Area         Detect Magic       1       1 half       Personal       30 ft. come       30 minutes       -       Sname in Area         Identify 1       1       1 half       Snange       -       Instant       -       1 Learn details of 1 magic item         Jump	NAME/SCHOOL	LEVEL	CASTING TIME	DISTANCE	AREA	DURATION	SAVING THROW	PREP COST	EFFECT
Read Magic       0       1 full       Personal       -       Instant       -       Decipher arcane script         Touch of Light       0       1 full       P or T       -       Instant       Will neg.       -       Heal 1 damage or 1 vitality         Water Walk       0       1 half       P or T       -       3 minutes       -       -       Walk on water         Whispers       0       1 free       Local       1 minute       -       -       Inadible conversation         Alarm       1       1 half       Personal       15 ft. cone       Instant       Will neg.       -       Audible or mental alarm         Color Spray       1       1 half       Personal       10 ft. cone       30 minutes       -       Audible or mental alarm         Care Wounds 1       1       1 half       Personal       30 ft. cone       30 minutes       -       Kow state of characters in Area         Detect Magic       1       1 half       Personal       60 ft. cone       Conc. +3 min       -       Sense magic in Area         Identify1       1       8 hours       Touch       -       3 minutes (d)       -       +1 magic bonus to attack and damage         Magic Missile       1       1 half	Feather Fall	0	1 free	Close	30 ft. sphere	3 rounds	-	-	3 characters/objects fall 60 ft./round
Touch of Light01 fullP or T-InstantWill neg.Heal 1 damage or 1 vitalityWater Walk01 halfP or T-3 minutesWalk on waterWhispers01 freeLocal-1 minuteWalk on waterAlarm11 halfClose20 ft. sphere6 hours (d)Audible conversationAlarm11 halfPersonal15 ft. coneInstantWill negBlind 1d4 rounds + stun 1 roundColor Spray11 halfPersonal30 ft. cone30 minutesKow state of characters in AreaDetect Magic11 halfPersonal30 ft. cone30 minutesKow state of characters in AreaIdentify I18 hoursTouch-Instant-Sense magic in AreaIdentify I18 hoursTouch-1 stant-+ 9 Jump check bonus, no height limitMagic Missile11 halfTouch-3 minutes (d)+ 9 Jump check bonus, no height limitMagic Missile11 halfS. Range-3 minutes (d)+ 9 Jump check bonus, no height limitMagic Missile11 halfS. Range-3 minutes (d)+ 9 Jump check bonus, no height limitMagic Missile11 halfClose-1 Instant+ 1 magic bonus to atkack and da	Glow I	0	1 half	Touch	60 ft. sphere	30 min. (d)	-	-	30 ft. bright light, 30 ft. dim light
Water Walk       0       1 half       P or T       .       3 minutes       .       .       Walk on water         Whispers       0       1 free       Local       .       1 minute       .       .       Inaudible conversation         Alarm       1       1 half       Close       20 ft. sphere       6 hours (d)       .       .       Audible or mental alarm         Color Spray       1       1 half       Personal       15 ft. cone       Instant       Will neg.       .       Blind 1d4 rounds + stun 1 round         Cure Wounds I       1       1 full       Touch       .       Instant       Will neg.       .       Blind 1d4 rounds + stun 1 round         Detect Magic       1       1 half       Personal       30 ft. cone       30 minutes       .       .       Know state of characters in Area         Detect Magic       1       1 half       Touch       .       Instant       .       1       Learn details of 1 magic item         Jump       1       1 half       Touch       .       3 minutes (d)       .       .       + 9 Junp check bonus, no height limit         Magic Missile       1       1 half       Stange       .       Instant       .       .       .	Read Magic	0	1 full	Personal	-	Instant	-	-	Decipher arcane script
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	Short Range								From caster, up to 50 ft.
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	Long Range								From caster, up to 1,000 ft.

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



# AILAYA: RULES REFERENCE

## ACTION DICE

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

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

### **SPECIES**

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

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

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

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

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

## SPECIALTY, CLASS, & FEATS

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

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

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

**Decisive:** You gain a +5 bonus with Initiative (already factored in). **Edged Proficiency:** You gain the Edged proficiency (factored in). **Fast:** Your Ground Speed increases by 10 ft. (already factored in).

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

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

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

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

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

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

## **GEAR & MAGIC ITEMS**

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

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

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

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

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

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

# AILAYA: SPELL REFERENCE

### LEVEL O SPELLS

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

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

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

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

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

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

## LEVEL 1 SPELLS

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

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

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

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

# GITAMONAZUMAMON (AKA GIT) – GOBLIN PRIEST

**Age:** 19 **Height:** 3 ft. 9 in. **Weight:** 82 lbs.

### **Distinguishing Characteristics**

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

### Background

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

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







DEFENSE	<u>16</u> TOTAL =	10 + <u>3</u> CLASS BONUS	$+ \underbrace{1}_{\substack{\text{DEX} \\ \text{MOD.}}} + \underbrace{1}_{\substack{\text{SIZE} \\ \text{MOD.}}}$	+ <u>1</u> MISC. ARMOR MOD. MOD.	IN	TIATI		+1 =	1 CLASS BONUS +	DEX MOD.	+MISC. MOD.	
VITALITY	36 TOTAL	CURRENT	WOUNDS	10 TOTAL CURRENT	ATTACK TYPE TOTAL	SE ATT	ATTRIBUTE M MOD. M		SAVE TYPE TOTAI		OWS ATTRIBUTE MOD.	MISC. MOD.
	CI	RITICAL II	IURIFS		UNARMED +4	=	+ _2 + _	FOR	TITUDE $+4$	_ = _2	+ +	
					MELEE +4	= _2	+ _2 + _	RE	FLEX $+2$	_ = _1	+ _1 +	
					RANGED +3	= _2	+ _1_+_	V	VILL $+4$		+ _2 +	
SUBDUAL			STRESS	CURRENT SHAKEN		<b>e</b> =	(		EAPONS		<b>_</b>	-)
				、		Ma	in-gauche	+5	1d6+2	20	D/1	2
		CONDITI	ONS		WEAPON 1	RNG	TYPE 	bleed	, guard +1	THREAT , hook, p	sz/HAND	WGT S
						Ma	in-gauche	+5	1d6+2	20	D/1	2
0175		SIZE	<u> </u>	DEADU	WEAPON 2		ТҮРЕ	ATK	, guard +1	, hook, p	SZ/HAND	WGT
SIZE Com a 11		FOOTPRI	11	REACH		RNG	SHOTS	. 4		S/UPGRADES	TT / 1	F
Small		1x1		1	- ON 3	пап	d crossbow	- <u>+4</u>	 	_ <u>20</u> 	T/1 sz/hand	5 wgt
GROUND	COLLO	<b>OTHER</b> 3		AVEL SPEED	WEAPON 3	20x6			standard	,	ιd 3	
	SPEED					RNG	SHOTS		QUALITIE	S/UPGRADES		
BASE20 ft.	•	BASE		мрн 2	WEAPON 4		ТҮРЕ	ATK	DMG	THREAT	SZ/HAND	WGT
		PROFICIE				RNG	SHOTS		QUALITIE	S/UPGRADES		
								SE	ARMOR	198		
PROFICIENT FC	DRTE		OFICIENT FORTE	BOWS				<b>S</b>	ANIMON	<b>~</b>		
	D BLUNT	IED		BLACK POWDER								
	EDGED			SIEGE WEAPONS	ARMOR		TYPE	DR	DP	ACP	SPEED	WGT
	□ HURLE	D			Alle	DISGUISE	RI	ESISTANCES		UI	PGRADES	
				CO	MBAT ACTIONS							
ACTION	BONUS/MOVE	TIME	EFFECT									
Attack Actions Standard Attack		half	1 attack against 1 t	arget								
Bull Rush *	+5	full		toward 1 opponent; opposed A	Athletics check to push targ	et 1 square +	1 additional square p	oer 4 over oppon	ent result; target b	becomes sprawl	led	
Coup de Grace		full		arget only) hit = unconscious		ave vs. death	(Fort DC 10 + Dama	ge)				
Disarm *		half		. Standard Attack to disarm 1	0 4							
Feint		half		Notice to render adjacent opp								
Grapple *	_+5_	full		ics to render target <i>held</i> ; both	characters become vulnera	<i>ble</i> and may r	nake additional Athl	etics (Str) checks	s to gain Grapple b	penefits		
Pummel Taunt	+8	full half		it = triple subdual damage	t in Class Overstein to other							
Threaten	+8	half		ense Motive to force opponent lve to inflict 1d6 stress damag								
Tire	+5	half		to inflict 1d6 subdual damage								
Trip *	+4	half		batics to render target sprawl								
Initiative Actions												
Aim		half		only) +1 with Standard Attack								
Anticipate	_+8_	half		10 + target base attack bonus)		Defense equa	to Wis mod (min. +	1) for 1 full roun	ıd			
Delay	_	free		s round; max (10 + Init bonus								
Distract	_+1_	half		se Motive to reduce opponent	's Initiative by 2d6 for this r	ound only						
Ready		full 1 round		later during this round	lity or 2 wound-							
Refresh		1 round	ii not attacked, reg	ain 1 action die's result in vita	nty or 2 wounds							
Movement Actions												
Standard Move	ft.	half	Move up to Speed									
Handle item	0 ft.	half	-	up, or manipulate 1 object								
Mount/Dismount	0 ft.	full		ained animal or vehicle								
Reposition	0 ft.	half		e, become flat-footed								
Run	ft.	full		straight line (3 × Speed in full								
Total Defense	20 ft.	full	1 Standard Move: -	4 dodge bonus to Def for 1 fu	ui round							

 Total Defense
 20_ft.
 full
 1 Standard Move; +4 dodge bonus to Def for 1 full round

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



Pouch       Holds 50 coins       D/-       Soft 1       3       Holy symbols       +2 to Turn DC       T/1       Hard 2         Firesteel       Starts fire in 1 round       D/2       Hard 1       0.5	WEIGHT 3
OPTERCONDUC (* SULPHINISCRE, CART ROOT)       360       360       IIII *       IIII * </td <td>3</td>	3
Inf (2x HEAVY LOAD, NO MOVEMENT)       360       MILITARY RENOWN       THTLE         PUSH/DRAG (2 × HEAVY LOAD, 1/4 SPEED)       360       NOBLE RENOWN       TITLE         REAR         SZ/HAND       CONST       WEIGHT       NAME       EFFECT       SZ/HAND       CONST         Pouch       Holds 50 coins       D/-       Soft 1       3       Holy symbols       +2 to Turn DC       T/1       Hard 2         Firesteel       Starts fire in 1 round       D/2       Hard 1       0.5	3
POSHJDAG (2 x HEAVY IDAD, 1/4 SPEED)       NOBLE RENOWN       TITLE         CEEAR       SZ/HAND       CONST       WEIGHT       NAME       EFFECT       SZ/HAND       CONST         Pouch       Holds 50 coins       D/-       Soft 1       3       Holy symbols       +2 to Turn DC       T/1       Hard 2         Pouch       Holds 50 coins       D/-       Soft 1       -       -       -       -         Pouch       Holds 50 coins       D/-       Soft 1       -       -       -       -       -         Pouch       Holds 50 coins       D/-       Soft 1       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -	3
NAME       EFFECT       SZ/HAND       CONST       WEIGHT       NAME       EFFECT       SZ/HAND       CONST         Pouch       Holds 50 coins       D/-       Soft 1       3       Holy symbols       +2 to Turn DC       T/1       Hard 2         Firesteel       Starts fire in 1 round       D/2       Hard 1       0.5	3
Pouch       Holds 50 coins       D/-       Soft 1       3       Holy symbols       +2 to Turn DC       T/1       Hard 2         Firesteel       Starts fire in 1 round       D/2       Hard 1       0.5	3
Firesteel       Starts fire in 1 round       D/2       Hard 1       0.5         Pouch       Holds 50 coins       D/-       Soft 1       -         Augury bones       +2 Relax       D/1       Hard 1       1         Pouch       Holds 50 coins       D/-       Soft 1       -         Hunk of meat       -1 fatigued condition       T/2       Soft 1       1.5         Waterskin       Holds 2 quarts       T/1       Soft 1       5.5       Total Encumbrance         MOUNT       SIZE (FOOTPRINT)/REACH       () /       SPEED       TRAVEL	
Pouch       Holds 50 coins       D/-       Soft 1       -	
Augury bones       +2 Relax       D/1       Hard 1       1         Pouch       Holds 50 coins       D/-       Soft 1          Hunk of meat       -1 fatigued condition       T/2       Soft 1       1.5         Waterskin       Holds 2 quarts       T/1       Soft 1       5.5       Total Encumbrance         MOUNT         NAME       SIZE (FOOTPRINT)/REACH       () /       SPEED       TRAVEL	
Pouch       Holds 50 coins       D/-       Soft 1       -         Hunk of meat       -1 fatigued condition       T/2       Soft 1       1.5         Waterskin       Holds 2 quarts       T/1       Soft 1       5.5       Total Encumbrance         MOUNT         NAME       SIZE (FOOTPRINT)/REACH       ()/       SPEED       TRAVEL	
Hunk of meat       -1 fatigued condition       T/2       Soft 1       1.5         Waterskin       Holds 2 quarts       T/1       Soft 1       5.5       Total Encumbrance         MOUNT         NAME       SIZE (FOOTPRINT)/REACH       () / SPEED       TRAVEL	23.5
Hunk of meat       -1 fatigued condition       T/2       Soft 1       1.5         Waterskin       Holds 2 quarts       T/1       Soft 1       5.5       Total Encumbrance         MOUNT         NAME       SIZE (FOOTPRINT)/REACH       () / SPEED       TRAVEL	23.5
MOUNT NAME	23.5
MOUNT NAME	23.5
NAME	
ATTRIBUTES INIT ATK DEF RES HEALTH COMP _	
SKILLS	
QUALITIES	
ATTACKS	
VEHICLE	
NAME SPEED TRAVEL SIZE/DEF OCC/LOAD CONST	
QUALITIES GOOD GOOD CONST GOOD CO	
CONTACT 1 CONTACT 2	
NAME         TRUST         SIZE/REACH         SPEED         NAME         TRUST         SIZE/REACH         SPEEI           ATTRIBUTES         REP COST         ATTRIBUTES         REP COST         REP COST	
ATTRIBUTES         REP COST         ATTRIBUTES         REP COST         REP COST           INIT         ATK         DEF         RES         HEALTH         COMP         INIT         ATK         DEF         RES         HEALTH         COMP	
SKILLS     SKILLS	
QUALITIES QUALITIES	
ATTACKS ATTACKS	
GEAR	
HOLDING 1 HOLDING 2	
NAME SCALE GUESTS/MAX NAME SCALE GUESTS/MAX	
UPGRADES	
UPGRADES	
REP. COST	
REP. COST	
REP. COST	
REP. COST     REP. COST       MAGIC ITEMS       NAME       ITEM LVL <essences< td="">       CHARMS</essences<>	EP COST
REP. COST     REP. COST       MAGIC ITEMS       NAME     ITEM LVL       Fate Mask of Rakh-Salah     3       Feat (Lucky Break)     Spell Effect (Prayer, once per scene)	EP COST
REP. COST       REP. COST         MAGIC ITEMS       REP. COST         NAME       ITEM LVL       ESSENCES       CHARMS       R         Fate Mask of Rakh-Salah       3       Feat (Lucky Break)       Spell Effect (Prayer, once per scene)       R         Gain 2 Edge at start of each scene       (Half action) Position 40-ft. penetrating sphere       R	EP COST
REP. COST         MAGIC ITEMS         NAME       ITEM LVL       ESSENCES       CHARMS       R         Fate Mask of Rakh-Salah       3       Feat (Lucky Break)       Spell Effect (Prayer, once per scene)       R         Gain 2 Edge at start of each scene       (Half action) Position 40-ft. penetrating sphere       R         When an attack hits you by 1 or less,       anywhere within 50 ft. Inside sphere	EP COST
REP. COST       REP. COST         MAGIC ITEMS       Rep. cost         MAME       ITEM LVL       ESSENCES       CHARMS       Rep. cost         Fate Mask of Rakh-Salah       3       Feat (Lucky Break)       Spell Effect (Prayer, once per scene)       Rep. cost         Gain 2 Edge at start of each scene       (Half action) Position 40-ft. penetrating sphere       Rep. cost       Rep. cost         When an attack hits you by 1 or less,       anywhere within 50 ft. Inside sphere       Spend 1 Edge to cause the attack to miss       You and all teammates/allies:       Spend 2	EP COST







SPELIE KNUW         Image	CASTING LEVEL	3	SPEL	POINTS	<	SPELLCA	STING BONUS	тот	AL RANKS	+ + INT MOD.	MISC. MOD.
SPELL LIST         NMM/SCHOO!.       LEVEL       CASTING       DISTANCE       ABEA       DURATION       SAVING       PERFECT       Target is blinded or deafened         Ray of Enfectienent       1       1 half       S. Range       -       3 minutes       -       -       Target is blinded or deafened         Ranges	SPELLS KNOWN	TOTAL	=	_ + WISDOM SCORE	+ MISC. MOD.	ŚA	E DC		= 10 +	CHA FEATS	
NAME/SCHOOL       LEVEL       CATING Indianas/Dadjress       DISTANCE 2       ARA I half       DURATION       SWINC Fort. neg.       PEFET Target is blinded or deafened         Ray of Enfeeblement       1       1 half       S. Range       3 minutes       -       -       Target suffers 2 Str impairment         Ray of Enfeeblement       1       1 half       S. Range       -       3 minutes       -       -       Target suffers 2 Str impairment         Ranges       -       -       -       -       -       Target suffers 2 Str impairment         Personal       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       -       - <t< td=""><td></td><td></td><td></td><td></td><td>CDEI</td><td></td><td></td><td></td><td></td><td></td><td></td></t<>					CDEI						
NAMESCHOOL         LEVEL         TIME         DISTANCE         ARA         DURATION         TIRGW         COT         Target sulfers 2         Standard           Ray of Enfectionent         1         1 half         S. Range         -         3 minutes         -         -         Target sulfers 2 Str impairment           Ray of Enfectionent         1         1 half         S. Range         -         -         Target sulfers 2 Str impairment           Ranges         -         -         -         -         Target sulfers 2 Str impairment           Personal         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -         -<		~	CASTING		JF EI	LL LIJI	SAVING	PREP			
Ranges			TIME							ded or deafened	
Personal       Happens at /to caster         Close       Up to 50 ft.         Local       Up to 250 ft.         Remote       Up to 1,000 ft.         Short Range       From caster, up to 50 ft.         Medium Range       From caster, up to 250 ft.         Long Range       From caster, up to 250 ft.         Image       From caster, up to 1,000 ft.         Image       Image	Ray of Enfeeblement	1	1 half	S. Range	-	3 minutes	-	-	Target suffer	s 2 Str impairment	:
Personal       Happens at /to caster         Close       Up to 50 ft.         Local       Up to 250 ft.         Remote       Up to 1,000 ft.         Short Range       From caster, up to 50 ft.         Medium Range       From caster, up to 250 ft.         Long Range       From caster, up to 250 ft.         Image       From caster, up to 1,000 ft.         Image       Image											
Personal       Happens at /to caster         Close       Up to 50 ft.         Local       Up to 250 ft.         Remote       Up to 1,000 ft.         Short Range       From caster, up to 50 ft.         Medium Range       From caster, up to 250 ft.         Long Range       From caster, up to 250 ft.         Image       From caster, up to 1,000 ft.         Image       Image											
Close       Up to 50 ft.         Lacad       Up to 250 ft.         Remote       Up to 1,000 ft.         Short Range       From caster, up to 50 ft.         Medium Range       From caster, up to 250 ft.         Long Range       From caster, up to 250 ft.         Image       From caster, up to 1,000 ft.         Image       Image						·				·	
Local       Up to 250 ft.         Remote       Up to 1,000 ft.         Short Range       From caster, up to 50 ft.         Medium Range       From caster, up to 250 ft.         Long Range       From caster, up to 1000 ft.         Image:       Image:										o caster	
Remote       Up to 1,000 ft.         Short Range       From caster, up to 50 ft.         Medium Range       From caster, up to 250 ft.         Long Range       From caster, up to 1,000 ft.         Image:       Image:         Image:       Image: </td <td></td>											
Short Range       From caster, up to 50 ft.         Medium Range       From caster, up to 250 ft.         Long Range       From caster, up to 1,000 ft.         Image:				·			<u> </u>				
Medium Range       From caster, up to 250 ft.         Long Range       From caster, up to 1,000 ft.											
Long Range											
	Medium Range								From caster,	up to 250 ft.	
	Long Range								From caster,	up to 1,000 ft.	
						·					

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



# GITAMONAZUMAMON: RULES REFERENCE

### ACTION DICE

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

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

### SPECIES

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

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

## SPECIALTY, CLASS, & FEATS

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

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

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

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

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

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

## PATH OF CURSES

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

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

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

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

## **GEAR & MAGIC ITEMS**

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

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

**Hook:** You gain a +2 gear bonus with Disarm actions (*see page 219*). **Load:** Reload this weapon with the listed number of half actions.

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

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

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

# RAELIA CLOUDSPLITTER – GIANT SAGE

**Age:** 93 **Height:** 14 ft. 6 in. **Weight:** 954 lbs.

### **Distinguishing Characteristics**

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

### Background

cigars

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

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

## PERSONAL LIEUTENANT – HAMLIN HIGHTOWER

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



*Attacks/Weapons:* Bola × 3 (dmg 1d4 subdual; threat 19–20; range: 20 ft. × 3; qualities: *cavalry, finesse, trip*), dagger (dmg 1d4+1 lethal; threat 19–20; qualities: *bleed, finesse, hurl*) *Gear:* Partial leather armor (DR 1, Resist Fire 3; DP –1; ACP –0; Spd —; Disguise +0), purse, tinderbox,

CHARACTER NAM	Sage 3					SPECIALTY THIRD CLASS							ntasy Craft				
PLAYER NAME Female		93		^{г хр}	954 lb	s.	NEXT LEVEL Blue	9	Auburn	_	ACT	ION D	ICE	3 STARTING D	ICE	d4	
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Best of the E					te's check (or									ils, retain			
Breadth of E					Sneak are cl				Rounded					t 5 ranks i			
Encouragen	ient	Grant a te	ammate -	+1 Donus	with saves (o	nce per	scene)	wise (	Council	Spend	action	aice to	poost te	ammates'	checks a	na rolls	



DEFENS	SE	$\frac{8}{\text{TOTAL}} = 1$	0 + 1	- + 0 - DEX US MOD.	+1 	+	OR	INI	TIATI	VE	+2 =	2 CLASS BONUS	DEX MOD.	+ MISC. MOD.	
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			CONDI	TIONS			WEAPO	N 1		TYPE	ATK	DMG	reach +1	SZ/HAND	WGT
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ACTION	R	ONUS/MOVE	TIME	EFFECT											
Attack Actions	-														
Standard Attack Bull Rush *		+8	half full		against 1 tar	•		1	. 1					1	
Coup de Grace		_+0_	full				oosed Athletics check t scious or automatic cri					onent result; target	becomes sprawi	ea	
Disarm *			half				arm 1 target in Close (		are vo. acaa	(rore be to + bu	iniuge)				
Feint		+2	half	Prestidig	itation vs. N	Jotice to render adjace	ent opponent <i>flat-foote</i>	d							
Grapple *		+8	full	Athletics	vs. Athletic	s to render target held	l; both characters beco	me vulnera	ble and may	make additional A	thletics (Str) chec	ks to gain Grapple	benefits		
Pummel			full			= triple subdual dama									
Taunt		+7	half				ponent in Close Quart			ext action					
Threaten		+2	half				damage to opponent in		rters						
Tire Trip *		<u>+4</u> +0	half half			o inflict 1d6 subdual o atics to render target	lamage to adjacent opp <i>sprawled</i>	onent							
Initiative Actions							-								
Aim			half	(Unmov	ing target or	ly) +1 with Standard	Attack								
Anticipate		+7	half			•	bonus); success = dodg	e bonus to l	Defense equ	al to Wis mod (mi	n. +1) for 1 full ro	und			
Delay			free	-1 Initia	tive for this	round; max (10 + Init	bonus) times								
Distract		_+2_	half				onent's Initiative by 2d	l6 for this re	ound only						
Ready			full			ter during this round									
Refresh			1 round	If not att	acked, regai	n 1 action die's result	in vitality or 2 wounds								

**Movement** Actions 50 ft. Standard Move 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 200 ft. full Move 4 × Speed in straight line (3 × Speed in full armor); become *flat-footed* Total Defense _50_ft. full 1 Standard Move; +4 dodge bonus to Def for 1 full round

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



	CARRYING CAP	ACITY	~~~			REPUTATION AND	RENOWN		
LIGHT LOAD Up to	0 180 HEAVY LOAD (-2 DEF		/2 SPEED) 18	1-540	LEGEND	REPUTATION		NOWN	
	F/PHYSICAL, CAN'T MOVE)	541+	H.		HEROIC RENOWN				
LIFT (2 × HEAVY LOAI	1.08	0	(A)		MILITARY RENOWN				
PUSH/DRAG (2 × HEAV	VY LOAD, 1/4 SPEED)	30		D	NOBLE RENOWN	TITLE			
				G	EAR				
NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	+2 Str. for carrying		Soft 2	3	Large sack	Holds 25 lbs.	<u>S/1</u>	Soft 1	
Bedroll	Cold Resistance 4		Soft 1	3	Doctor's bag	For Medicine checks		Soft 1	2
Sextant Conservation	+2 to navigate Know.	F/1	Brittle 1		Rations (14)	Feeds 1 for 1 day each		Hard 1	
Grooming case	+1 Appearance bonus	D/1	Brittle 1	2	Waterskin	Holds 2 quarts	T/1	Soft 1	5.5
					Pouch	Holds 50 coins	D/-	Soft 1	1
					Total Encumbrand	<u></u>			173.5
				M	DUNT				
NAME		SIZE (FOOT	PRINT)/REACH	(_	) /	SPEED	TR	AVEL	
ATTRIBUTES			INIT		ATK DEF	RES	HEALTH	COMP	
SKILLS									
QUALITIES									
ATTACKS									
				VEI	HICLE				
NAME		SPEED	TR.	AVEL	SIZE/DEF	OCC/LOAD		CONST	
QUALITIES									
>	CONTACT 1					CONTACT 2			
NAME	TRUST	SIZE/REAC	H SPE	ED	NAME	TRUST	SIZE/REACH	H SPE	ED
ATTRIBUTES		_			ATTRIBUTES		-	REP COST	
	DEF RES	HEALTH				DEF RES	HEALTH_		
SKILLS									
QUALITIES					QUALITIES				
ATTACKS					ATTACKS				
GEAR					GEAR				
	HOLDING 1					HOLDING 2			
NAME	SCALE	GUEST	S / MAX	ĸ	NAME	SCALE	GUESTS	/ MA2	x
UPGRADES					UPGRADES				
			REP. COST					REP. COST	
				MAGI	C ITEMS				
NAME	ITEM LV	/L ESSENC	ES		(	CHARMS			REP COST
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# RAELIA CLOUDSPLITTER: RULES REFERENCE

## ACTION DICE

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

### SPECIES

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

Natural Attack: You have a natural attack.

*Trample I* (atk +4; dmg 1d12+1; threat 20; Large and smaller only) **Sterner Stuff:** Incoming attacks' *keen* qualities decrease by 4.

## SPECIALTY, CLASS, & FEATS

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

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

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

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

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

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

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

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

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

### **GEAR & PERSONAL LIEUTENANT**

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

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

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

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

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

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

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

**Hurl:** A character with the Hurled proficiency may throw this weapon with a range of 15 ft.  $\times$  2.

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

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

# HAMLIN HIGHTOWER – PECH SAGE

**Age:** 43 **Height:** 3 ft. 6 in. **Weight:** 54 lbs.

### **Distinguishing Characteristics**

Optimistic, pleasant demeanor; rugged but attractive features

### Background

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

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

## PERSONAL LIEUTENANT – RAELIA CLOUDSPLITTER

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

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

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

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





DEFENSE	$\frac{15}{1000} =$	10 + 1	$+ \underbrace{3}_{\text{DEX}} + \underbrace{1}_{\text{SIZE}}$	_ + MISC. ARMOR	IN	TIATIV	IE 🖕	+5 TOTAL = .	2 +		_ + MISC.	
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		IIIOAL IN.	IOMIES		MELEE +3	= 2	+ 1 +	R	EFLEX +5	5_= 2	+ 3	+
					RANGED +5	= 2	+ 3 +		WILL +3	<b>B</b> ₌ 2	+ 1	+
							. · · .				_ ·	
SUBDUAL	CURRENT F	ATIGUED	STRESS	CURRENT SHAKEN		Curr	1	W	EAPONS		7	
							Bola	<u>+6</u>	1d6+1	<u>19</u>	SZ/HAND	 
		CONDITIO	INS		WEAPON 1	$\frac{20x3}{_{\text{RNG}}}$		inflicts sub	dual dam		alry, fines	
						1	Dagger	+6	1d6+1	19	D/1	1
		SIZE			WEAPON 2	15x2	туре 1	ATK	blood f	inesse, h		WGT
SIZE		FOOTPRINT		REACH	WEN.	RNG	SHOTS -		· · ·	ES/UPGRADES		
Small		1x1		1								
					WEAPON 3		TYPE	ATK	DMG	THREA	Γ SZ/HAND	WGT
GROUND	SPEED	OTHER SI	PEED TR	AVEL SPEED	WER	RNG	SHOTS		QUALITI	ES/UPGRADES		
BASE		BASE		MPH					-			
25 ft.				3	WEAPON 4		ТҮРЕ	ATK	DMG	THREA	T SZ/HAND	WGT
20 IL	•				MF WF O.							
25 11.					WEAFOIL	RNG	SHOTS		QUALITI	ES/UPGRADES		
2511.		PROFICIEN	CIES		WEAFOL	RNG	SHOTS	140		ES/UPGRADES		
PROFICIENT FO			CIES FICIENT FORTE		WEAFOU	RNG	SHOTS	Ŵ	QUALITI	ES/UPGRADES		
PROFICIENT FO	DRTE	PRO ED	FICIENT FORTE	BOWS	WEAFOL		shots –	2	ARMOR	ES/UPGRADES	-5	15
PROFICIENT FO	DRTE	PRO.	FICIENT FORTE			Moa		DR		+0 ACP	-5	15 wgt
PROFICIENT FO	DRTE UNARM BLUNT	PRO Ed	FICIENT FORTE	BOWS BLACK POWDER	ARMOR		l. Leather		ARMOR +0	+0 ACP pe	-5	
PROFICIENT FO	DRTE UNARM BLUNT EDGED	PRO Ed	FICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS	ARMOR	 +4	l. Leather	Fire 5	ARMOR +0	+0 ACP pe	-5 speed ch-made	
PROFICIENT FO	DRTE UNARM BLUNT EDGED	PRO Ed	FICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS		 +4	l. Leather	Fire 5	ARMOR +0	+0 ACP pe	-5 speed ch-made	
PROFICIENT FO	DRTE UNARM BLUNT EDGED	PRO Ed	FICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS	ARMOR	 +4	l. Leather	Fire 5	ARMOR +0	+0 ACP pe	-5 speed ch-made	
PROFICIENT FO	DRTE UNARM BLUNT EDGED HURLEE	PRO ED	FICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS	ARMOR	 +4	l. Leather	Fire 5	ARMOR +0	+0 ACP pe	-5 speed ch-made	
ACTION Attack Actions Standard Attack Bull Rush *	DRTE UNARM BLUNT EDGED HURLEE	PRO ED TIME full	FICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS	ARMOR DMBAT ACTIONS	Moa +4 DISGUISE et 1 square +	1 additional squar	DR Fire 5 RESISTANCES	<b>ARMOR</b> <u>+0</u> 	+0 ACP pe	-5 speed ch-made upgrades	
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE	PRO ED TIME full full	FICIENT FORTE FICIENT  FIFECT  1 attack against 1 ta Move up to Speed ta (Helpless adjacent ta	BOWS BLACK POWDER SIEGE WEAPONS Cl arget toward 1 opponent; opposed arget only) hit = unconscious	ARMOR OMBAT ACTIONS Athletics check to push targ	Moa +4 DISGUISE et 1 square +	1 additional squar	DR Fire 5 RESISTANCES	<b>ARMOR</b> <u>+0</u> 	+0 ACP pe	-5 speed ch-made upgrades	
ACTION ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm *	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE <u>+6</u> 	PRO ED TIME half full half	FICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS Cl arget toward 1 opponent; opposed arget only) hit = unconscious . Standard Attack to disarm 1	ARMOR OMBAT ACTIONS Athletics check to push targ s or automatic critical hit + s target in Close Quarters	Moa +4 DISGUISE et 1 square +	1 additional squar	DR Fire 5 RESISTANCES	<b>ARMOR</b> <u>+0</u> 	+0 ACP pe	-5 speed ch-made upgrades	
ACTION ACTION Standard Attack Bull Rush * Coup de Grace	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE	PRO ED TIME full full	FICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS Cl arget toward 1 opponent; opposed arget only) hit = unconscious	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent flat-footed	Moa +4 DISGUISE et 1 square + ave vs. death (	1 additional squar (Fort DC 10 + Dar	DR Fire 5 RESISTANCES	ARMOR +0 DP	+0 ACP pe	-5 speed ch-made upgrades	
ACTION ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE 	PRO ED TIME half full half half half	FICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS Cl arget toward 1 opponent; opposed arget only) hit = unconscious. Standard Attack to disarm 1 Notice to render adjacent op	Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent flat-footed	Moa +4 DISGUISE et 1 square + ave vs. death (	1 additional squar (Fort DC 10 + Dar	DR Fire 5 RESISTANCES	ARMOR +0 DP	+0 ACP pe	-5 speed ch-made upgrades	
PROFICIENT FO	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE 	PRO ED	FICIENT FORTE FICIENT FFFECT 1 attack against 1 ta Move up to Speed ta (Helpless adjacent t Standard Attack vs. Prestidigitation vs. Athletic svs. Athleti Unarmed attack: hi	BOWS BLACK POWDER SIEGE WEAPONS 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	ARMOR ARMOR Athletics check to push targ s or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> n characters become <i>vulnera</i>	<u>Moa</u> <u>+4</u> DISGUISE et 1 square + ave vs. death (	1 additional squar (Fort DC 10 + Dar	DR Fire 5 RESISTANCES	ARMOR +0 DP	+0 ACP pe	-5 speed ch-made upgrades	
PROFICIENT FO	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE	PRO ED TIME half full half full half full half half half half	FICIENT FORTE FICE FICE FFFECT I attack against 1 ta Move up to Speed ta (Helpless adjacent ti Standard Attack vs. Prestidigitation vs. Athletics vs. Athletic Unarmed attack: hi Sense Motive vs. Ses Intimidate vs. Resol	BOWS BLACK POWDER SIEGE WEAPONS Cl arget toward 1 opponent; opposed arget only) hit = unconscious Standard Attack to disarn 1 Notice to render adjacent op ics to render target <i>held</i> , bott it = triple subdual damage nese Motive to force opponere live to inflict 1d6 stress damage	ARMOR ARMOR Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> 1 characters become <i>vulnera</i> at in Close Quarters to attack ge to opponent in Close Quarters	<u>Moaa</u> +4 DISGUISE et 1 square + ave vs. death (	1 additional squar (Fort DC 10 + Dar	DR Fire 5 RESISTANCES	ARMOR +0 DP	+0 ACP pe	-5 speed ch-made upgrades	
PROFICIENT FO	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE +6 +6 +5 +6 +6 +1 +2	PRO ED	FICIENT FORTE FICIENT CONTENT FICE FFFECT 1 attack against 1 ta Move up to Speed to (Helpless adjacent to Standard Attack vs. Prestidigitation vs. Athletics vs. Athleti Unarmed attack ha Sense Motive vs. Seso Intimidate vs. Resolve	BOWS BLACK POWDER SIEGE WEAPONS Classified and the second second second arget only) hit = unconscious. Standard Attack to disarm 1 Notice to render adjacent op ics to render	ARMOR ARMOR MBAT ACTIONS 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> at in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent	<u>Moaa</u> +4 DISGUISE et 1 square + ave vs. death (	1 additional squar (Fort DC 10 + Dar	DR Fire 5 RESISTANCES	ARMOR +0 DP	+0 ACP pe	-5 speed ch-made upgrades	
PROFICIENT FO	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE	PRO ED TIME half full half full half full half half half half	FICIENT FORTE FICIENT CONTENT FICE FFFECT 1 attack against 1 ta Move up to Speed to (Helpless adjacent to Standard Attack vs. Prestidigitation vs. Athletics vs. Athleti Unarmed attack ha Sense Motive vs. Seso Intimidate vs. Resolve	BOWS BLACK POWDER SIEGE WEAPONS Cl arget toward 1 opponent; opposed arget only) hit = unconscious Standard Attack to disarn 1 Notice to render adjacent op ics to render target <i>held</i> , bott it = triple subdual damage nese Motive to force opponere live to inflict 1d6 stress damage	ARMOR ARMOR MBAT ACTIONS 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> at in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent	<u>Moaa</u> +4 DISGUISE et 1 square + ave vs. death (	1 additional squar (Fort DC 10 + Dar	DR Fire 5 RESISTANCES	ARMOR +0 DP	+0 ACP pe	-5 speed ch-made upgrades	
ACTION Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE +6 +6 +5 +6 +6 +1 +2	PRO ED	FICIENT FORTE FICE FIFECT 1 attack against 1 ta Move up to Speed ( <i>Helpless</i> adjacent tt Standard Attack vs. Prestidigitation vs. Athletics vs. Athleti Unarmed attack: hi Sense Motive vs. Ses Intimidate vs. Resolve Acrobatics vs. Acro	BOWS BLACK POWDER SIEGE WEAPONS C 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 adjacent op ics to render target <i>held</i> ; both it = triple subdual damage anse Motive to infict 106 stress damage to inflict 1d6 subdual damage abatics to render target <i>spraw</i>	ARMOR ARMOR DMBAT ACTIONS Athletics check to push targ or automatic critical hit + s target in Close Quarters ponent/ <i>Iat-footed</i> a characters become <i>vulnera</i> at in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent <i>Iac</i>	<u>Moaa</u> +4 DISGUISE et 1 square + ave vs. death (	1 additional squar (Fort DC 10 + Dar	DR Fire 5 RESISTANCES	ARMOR +0 DP	+0 ACP pe	-5 speed ch-made upgrades	
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Tire Tire Tirip *	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE <u>+6</u> <u>+5</u> <u>+6</u> <u>+6</u> <u>+1</u> <u>+2</u> +2	PRO ED	FICIENT 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> ; bott it = triple subdual damage ense Motive to force opponen lve to inflict 1d6 stress damag obtaics to render target <i>spraw</i>	Athletics check to push targs or automatic critical hit + ss target in Close Quarters ponent <i>flat-footed</i> in characters become <i>vulnera</i> at in Close Quarters to attacl ge to opponent in Close Quarters to opponent in Close Quarters to opponent in Close Quarters to attacl ge to adjacent opponent ded	<u>Moa</u> <u>+4</u> DISGUISE et 1 square + ave vs. death ( <i>ble</i> and may n syou with nexr trers	1 additional squar (Fort DC 10 + Dar nake additional A	DR Fire 5 RESISTANCES	ARMOR +0 DP	+0 ACP pe	-5 speed ch-made upgrades	
PROFICIENT FO	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE +6 +6 +5 +6 +6 +1 +2	PRO ED	FICIENT FORTE FICIENT FORTE FICE FIFECT I attack against 1 ta Move up to Speed ta (Helpless adjacent ta Standard Attack vs. Prestidigitation vs Athletics vs. Athleti Unarmed attack: hi Sense Motive vs. See Intimidate vs. Resolve Acrobatics vs. Acroo	BOWS BLACK POWDER SIEGE WEAPONS C 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 adjacent op ics to render target <i>held</i> ; both it = triple subdual damage anse Motive to infict 106 stress damage to inflict 1d6 subdual damage abatics to render target <i>spraw</i>	Athletics check to push targ sor automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> at in Close Quarters to attack ge to opponent in Close Quarters to adjacent opponent <i>led</i> s); success = dodge bonus to	<u>Moa</u> <u>+4</u> DISGUISE et 1 square + ave vs. death ( <i>ble</i> and may n syou with nexr trers	1 additional squar (Fort DC 10 + Dar nake additional A	DR Fire 5 RESISTANCES	ARMOR +0 DP	+0 ACP pe	-5 speed ch-made upgrades	
ACTION Attack Actions Standard Attack Bull Rush * Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE <u>+6</u> <u>+5</u> <u>+6</u> <u>+6</u> <u>+1</u> <u>+2</u> +2	PRO ED TIME half full half full half full half full half full half full half half half half	FICIENT FORTE FICIENT FORTE FICE FFFECT I attack against 1 ta Move up to Speed ta (Helpless adjacent ti Standard Attack vs. Prestidigitation vs. Athletics vs. Athletic Unarmed attack hi Sense Motive vs. Sesolve Acrobatics vs. Acro (Unmoving target o Sense Motive (DC 1 - 1 Initiative for this	BOWS BLACK POWDER SIEGE WEAPONS Cl 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> , boti it = triple suddual damage obsticts to render target <i>spraw</i> only) +1 with Standard Attach 10 + target base attack bonus	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> at in Close Quarters to attack ge to opponent in Close Quarters to adjacent opponent <i>ded</i> (c); success = dodge bonus to (s) times	Moa +4 DISGUISE et 1 square + ave vs. death f ble and may n cyou with near rters	1 additional squar (Fort DC 10 + Dar nake additional A	DR Fire 5 RESISTANCES	ARMOR +0 DP	+0 ACP pe	-5 speed ch-made upgrades	
PROFICIENT FO	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE	PRO ED TIME half full half full half half half half half half half ha	FICIENT FORTE FICIENT FORTE FICE FFFECT 1 attack against 1 ta Move up to Speed ( <i>Helpless</i> adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athleti Unarmed attack: hi Sense Motive vs. Ses Intimidate vs. Resolve Acrobatics vs. Acroo (Unmoving target o Sense Motive (DC 1) -1 Initiative for this Bluff (Dex) vs. Sens 1 half action taken 1	BOWS BLACK POWDER SIEGE WEAPONS 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> ; bott it = triple subdual damage mee Motive to force opponer live to inflict 1d6 stress damag to inflict 1d6 stress damag ibatics to render target <i>spraw</i> only) +1 with Standard Attack 10 + target base attack bonus s round; max (10 + Init bonu is Motive to reduce opponen later during this round	Athletics check to push targ sor automatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> a characters become <i>vulnera</i> at in Close Quarters to attack ge to opponent in Close Qua e to adjacent opponent ded	Moa +4 DISGUISE et 1 square + ave vs. death f ble and may n cyou with near rters	1 additional squar (Fort DC 10 + Dar nake additional A	DR Fire 5 RESISTANCES	ARMOR +0 DP	+0 ACP pe	-5 speed ch-made upgrades	
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PROFICIENT FO	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE	PRO ED	FICIENT FORTE FICIENT FORTE FICE FFFECT 1 attack against 1 ta Move up to Speed ( <i>Helpless</i> adjacent t Standard Attack vs. Prestidigitation vs. Athletics vs. Athleti Unarmed attack: hi Sense Motive vs. Ses Intimidate vs. Resolve Acrobatics vs. Acroo (Unmoving target o Sense Motive (DC 1) -1 Initiative for this Bluff (Dex) vs. Sens 1 half action taken 1	BOWS BLACK POWDER SIEGE WEAPONS 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> ; bott it = triple subdual damage mee Motive to force opponer live to inflict 1d6 stress damag to inflict 1d6 stress damag ibatics to render target <i>spraw</i> only) +1 with Standard Attack 10 + target base attack bonus s round; max (10 + Init bonu is Motive to reduce opponen later during this round	Athletics check to push targ so rautomatic critical hit + s target in Close Quarters ponent <i>flat-footed</i> that in Close Quarters to attack ge to opponent in Close Quarters to characters become vulnerat det c to adjacent opponent det c s) success = dodge bonus to s) times ts Initiative by 2d6 for this re	Moa +4 DISGUISE et 1 square + ave vs. death f ble and may n cyou with near rters	1 additional squar (Fort DC 10 + Dar nake additional A	DR Fire 5 RESISTANCES	ARMOR +0 DP	+0 ACP pe	-5 speed ch-made upgrades	
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PROFICIENT       FO         Image: Construction of the second	DRTE UNARM BLUNT EDGED HURLEE BONUS/MOVE <u>+6</u> <u>+5</u> <u>+6</u> <u>+1</u> <u>+2</u> <u>+2</u> <u>+6</u> <u>-5</u> <u>-6</u> <u>+1</u> <u>+2</u> <u>+2</u> <u>-46</u> <u>-75</u> <u>-46</u> <u>-75</u> <u>-46</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> <u>-75</u> 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half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half half	FICIENT FORTE FICIENT FORTE 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	COMBAT ABILITIES: CLASS ABILITIES	, FEATS, TRICKS, AND	O OTHER OPTIONS
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Hurled Proficiency	Gain the hurled proficiency (already factored in)		



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	to 50 Heavy load (–2 def f/physical, can't move)	150+	11		HEROIC RENOWN	REPUTATION TITLE			
IFT (2 × HEAVY LOAI	D, NO MOVEMENT)300		(car)		MILITARY RENOWN				
USH/DRAG (2 × HEA	VY LOAD, 1/4 SPEED)300	)		5	NOBLE RENOWN				
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AME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIG
ackpack	+2 Str. for carrying	Т/-	Soft 2	3	Large sack	Holds 25 lbs.	S/1	Soft 1	0.5
edroll	Cold Resistance 4	T/-	Soft 1	3	Doctor's bag	For Medicine checks	D/2	Soft 1	2
rooming case	+1 Appearance bonus	D/1	Brittle 1	2	Map, detailed	See rules reference	T/2	Brittle 1	0.5
lirror	Reflective surface	D/1	Hard 1	0.1	Sextant	+2 to navigate Know.	F/1	Brittle 1	1
ations (7)	Feeds 1 for 1 day each	T/2	Hard 1	5					
7 aterskin	Holds 2 quarts	T/1	Soft 1	5.5	Pouch	Holds 50 coins	D/-	Soft 1	1
					Total Encumbrar	nce			41.1
				MO	UNT				
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# HAMLIN HIGHTOWER: RULES REFERENCE

### ACTION DICE

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

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

### SPECIES

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

## SPECIALTY, CLASS, & FEATS

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

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

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

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

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

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

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

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

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

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

## **GEAR & PERSONAL LIEUTENANT**

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

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

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

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

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

**Hurl:** A character with the Hurled proficiency may throw this weapon with a range of 15 ft.  $\times$  2.

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

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

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

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

# HRO – HUMAN SCOUT

**Age:** 23 **Height:** 5 ft. 9 in. **Weight:** 152 lbs.

### **Distinguishing Characteristics**

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

### Background

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

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



CHARACTER NAME	Hro out 3		SPECIES/T	ALENT	rdy		SPECIALTY		nger	<b>T</b>		la	<u>sy(</u>	la	I
FIRST CLASS/LEVEL			SECOND C	CLASS/LEVEL			THIRD CLASS/	/LEVEL					V	~~~	U ()
PLAYER NAME Male GENDER	AGE	23	CURRENT 5' HEIGHT	хр 9"	152 lb	s.	NEXT LEVEL Steel	у	Wild	AC	TION D	ICE	3 STARTING DIC	E D	d4
		AL ATTRIB					TAL ATTR	RIBUT					WHIL CI	,	
ATTRIBUTE NAME STRENGTH	14	MODIFIER +2	IMPAIRED I SCORE N	MPAIRED 40DIFIER	ATTRIBUTE NAME INTELLIGENCE		+1		IMPAIRED IMPAIRED SCORE MODIFIER						4
DEX DEXTERITY	14	+2			WISDOM	_13	+1	.			/	R	66	12	12
CON CONSTITUTION	16	+3			CHARISMA	_10	+0			11/1				1	
	 						SKIL	LS.						MAX RANKS	6
	ATICS FICS ING * SE .E SS DATE		SKILL BONUS +7 +7 +2 +2 +2 +2 +5 FOCUS		$\begin{array}{c} \text{ATTRIBUTE} & M \\ \text{MOD.} & M \\ + & 2 & + & - \\ + & 2 & + & - \\ + & - & + & - \\ + & - & + & - \\ + & - & + & - \\ + & - & + & - \\ + & - & + & - \\ + & - & + & - \\ \end{array}$	nts			N SKILL MEDICINE NOTICE PRESTIDIGITAT RESOLVE RIDE * SEARCH SENSE MOTIVE SNEAK SURVIVAL TACTICS Language: C Language: Language	CON DEX INT WIS DEX WIS INT Common Elvish Goblin	s         skill           s         skill           s         skill           +4         +6           +5         +3		$\begin{array}{c} \text{ATTRIBUTE} \\ + \underline{1} \\ + \underline{1} \\ + \underline{1} \\ + \\ + \underline{2} \\ + \\ + \underline{2} \\ + \\ + \\ + \\ + \\ + \\ + \\ + \\ + \\ + \\ $	MISC. MOD.	THREAT           RANGE
		~		OMPLETED			SUBPI	LOTS		FD					PLETED
				OMPLETED											PLETED
COIN IN HAND STAKE			COIN	36s		~		APPE#	PANACHE	0 0 0	IFESTY	Р	RUDENCE _ D/EARNED _	otal estyle 1 20	1
JIARE			N	N-COM		E6. 01	ASC AD4	ITUP	_		0NS			`	
NAME Animal Empa	thy	NOTES +5 to non-			Dispositions			NAME Stalk		NOTES Always succ		n Survival	and Tactic	cs checks	s with
Camouflage					st or jungle					DCs up to 2		pposed cl	necks with	these ski	lls
Double Boost					Con-based s					(results up t					
Favored Foes					making Notio			Trail		Share either				t Fightir	ng
		Sense Mo	uve, or Su	i vivai che	ecks vs. anim	ais and	Deasts			feat with tea	uninates	(once pe	i scene)		



DEFENSE	<u>16</u> =	10 + 2	$-\frac{2}{\text{Dex}} + \frac{2}{\text{SIZE}} + \frac{2}{\text{MISC}} - \frac{1}{\text{ARMOR}}$		TIATIVE	+6=	4 CLASS +	+	
	36	BONUS	MOD. MOD. MOD. MOD.	BA	SE ATTACKS		BONUS	WOD. MOT	5.
VITALITT		CURRENT	WOUNDS TOTAL CURRENT	ATTACK TYPE TOTAL	BASE ATTRIBUTE ATTACK MOD.	MISC. MOD.	SAVE TYPE TOTA	BASE ATTRIBU	TE MISC. MOD.
	CI	RITICAL INJ	URIES	UNARMED $+4$	$=$ $\frac{2}{2}$ + $\frac{2}{2}$ + $\frac{2}{2}$ +		TITUDE +6	· · · · ·	_+
					' '		FLEX +5		_ +
				RANGED +4	= + +	\	WILL $+2$	$\frac{1}{2} = 1 + 1$	_ +
SUBDUAL		FATIGUED	STRESS CURRENT SHAKEN		0	W	EAPONS		
					Dagger	+4	1d6+1	D/1	1
		CONDITIO	NS	WEAPON 1	$\frac{15x2}{_{RNG}} \frac{_{TYPE}}{_{SHOTS}} -$	bleed, h		THREAT SZ/HANE tack, 1d6+2 dan es/upgrades	
					Threefang	+5	1d6+2	20 T/1	2
		SIZE		WEAPON 2	20x3 1	ATK	DMG	gic (see Magic I	
SIZE		FOOTPRINT	REACH	WEN.	RNG SHOTS -	кссп т, 1		ES/UPGRADES	
Medium	1	1x1	1		Sling	+5	1d4+1	20 D/2	0.5
				WEAPON 3	60x6 ^{TYPE}	ATK	DMG	al damage, load	WGT
GROUND	SPEED	OTHER SF	PEED TRAVEL SPEED	WEN	RNG SHOTS -	11111		ES/UPGRADES	1
BASE		BASE	MPH						
30 ft	•		3	WEAPON 4	ТҮРЕ	ATK	DMG	THREAT SZ/HANE	WGT
		PROFICIEN			RNG SHOTS		QUALITIE	ES/UPGRADES	
						512	ARMOR		
PROFICIENT FC	ORTE □ UNARN		FICIENT FORTE			<b>S</b>	ANMON	<b>1</b>	
	□ BLUNT		□ □ BLACK POWDER		Thick Hide	2			
•	□ EDGED		SIEGE WEAPONS	ARMOR	TYPE	DR	DP	ACP SPEED natural	WGT
•	HURLE	D			DISGUISE	RESISTANCES		UPGRADES	
			C.	IMBAT ACTIONS					
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT						
Standard Attack		half	1 attack against 1 target						
Bull Rush * Coup de Grace	_+7	full full	Move up to Speed toward 1 opponent; opposed A (Helpless adjacent target only) hit = unconscious				ent result; target	becomes sprawled	
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1		are is, dealar (rore be ro i ba	initige)			
Feint	+2	half	Prestidigitation vs. Notice to render adjacent opp						
Grapple * Pummel	_+7_	full full	Athletics vs. Athletics to render target <i>held</i> ; both Unarmed attack: hit = triple subdual damage	characters become vulnera	ble and may make additional A	Athletics (Str) check	s to gain Grapple	benefits	
Taunt	+1	half	Sense Motive vs. Sense Motive to force opponent	t in Close Quarters to attacl	you with next action				
Threaten	+5	half	Intimidate vs. Resolve to inflict 1d6 stress damag						
Tire	+4	half	Resolve vs. Resolve to inflict 1d6 subdual damage						
Trip *	_+7_	half	Acrobatics vs. Acrobatics to render target sprawl	led					
Initiative Actions									
Aim	+1	half	(Unmoving target only) +1 with Standard Attack Sense Motive (DC 10 + target base attack bonus)		Defense equal to Wis mod (mi	n (1) for 1 full rou	d		
Anticipate Delay		half free	<ul> <li>Initiative (DC 10 + target base attack bonus)</li> <li>Initiative for this round; max (10 + Init bonus)</li> </ul>		sciense equal to wis mod (mil	n. +1/101 1 1ull foul	iu.		
Distract	+2	half	Bluff (Dex) vs. Sense Motive to reduce opponent		ound only				
Ready		full	1 half action taken later during this round						
Refresh		1 round	If not attacked, regain 1 action die's result in vital	lity 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 prone, become flat-footed						
Run Total Defense	<u>120</u> ft. <u>30</u> ft.	full full	Move 4 × Speed in straight line (3 × Speed in full 1 Standard Move; +4 dodge bonus to Def for 1 fu						
rotai Delelise	<u></u> IL.	iun	1 Standard Move, 74 douge bonus to Del for 1 Iu	in rounu					

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



	CARRYING CAF	PACITY				REPUTATION AND	RENOWN		
LIGHT LOAD Up	to 70 HEAVY LOAD (-2 DE		1/2 SPEED)	71-210	LEGEND	REPUTATION	RE	NOWN	
OVERLOADED (-5 DE	EF/PHYSICAL, CAN'T MOVE)	211+			HEROIC RENOWN	TITLE			
LIFT (2 × HEAVY LOA	1, NO MOVEMENT)		Sec.		MILITARY RENOW	N TITLE			
PUSH/DRAG (2 × HEA	AVY LOAD, 1/4 SPEED)42	20		Q	NOBLE RENOWN	TITLE			
		~		G	EAR			~	
JAME	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT	SZ/HAND	CONST	WEIGH
Pouch	Holds 50 coins	D/-	Soft 1		Sack, small	Holds 10 lbs.	T/1	Soft 1	0.25
Tinderbox	Start fire in 1 round	D/2	Hard 1	0.5	Rations (5)	Feeds 1 for 1 day each	T/2	Hard 1	4
					Waterskin	Holds 2 quarts	T/1	Soft 1	5.5
Pouch	Holds 50 coins	D/	Soft 1						
Pipe	+2 Concentrate	D/1	Hard 1	0.1	50 ft. hemp rope	Supports 1,000 lbs.	S/2	Soft 2	10
Smokeleaf	Vice	D/-	Soft 1						
					Pouch	Holds 50 coins	D/-	Soft 1	1.5
Pouch	Holds 50 coins	D/-	Soft 1						
Body paint (3)	+2 Blend in forest	T/2	Soft 1	0.25		·			
	and jungle				Total Emcumbr	ance			25.6
				MO	IUNT				
NAME		_ SIZE (FOOT	PRINT)/REACH	н (_	) /	SPEED	TF	RAVEL	
ATTRIBUTES			INIT		ATK DE	EF RES	HEALTH	COM	р
SKILLS									
ATTACKS									
								~~~	
				VEF	HICLE		-		
NAME		SPEED	Т	RAVEL	SIZE/DE	EF OCC/LOAD _		CONST	
QUALITIES									
	CONTACT	1	~			CONTACT 2		~~	
NAME	TRUST	SIZE/DEAC	:н SP	PEED	NAME	TRUST	SIZE/DEACI	- SD	FFD
ATTRIBUTES	1K031				ATTRIBUTES	18031	_ SIZE/ REACT	REP COS	
	DEF KES	HEALIH	CON	/IP		DEF RES		COM	P
SKILLS									
GEAR					GEAR				
	HOLDING	1				HOLDING 2			
NAME	SCALE	GUEST	'S/ MA	AX	NAME	SCALE	GUESTS	5/ MA	Х
UPGRADES					UPGRADES				
			REP. COS	Т				REP. COST	
				MACH					
NAME	ITEM I	LVL ESSENC	'FS	MAGI	C ITEMS	CHARMS	-		REP COS
NAME Threefang (chakra			I (auto-save	once per s	cene)	Spell Effect (Cause Wound	ds III, once j	per scene)	8 KEP COS
						As a full action, touch 1 ta	rget with T	hreefang	
						(attack check if they resist	or if used a	t range)	
						with a touch or hit, inflict			
						(Will save with DC 10 to s		-	
								0/	





HRO: RULES REFERENCE

ACTION DICE

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

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

ORIGIN, CLASS, & FEATS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

GEAR & MAGIC ITEMS

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

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

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

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

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

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

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

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

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

RUNNING OX – OGRE SOLDIER

Age: 52 **Height:** 9 ft. 1 in. **Weight:** 745 lbs.

Distinguishing Characteristics

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

Background

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

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

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



Running	-Ox	Og	gre	Т	Tribesman		Ass		~ ^ / TM
CHARACTER NAME Soldier	3	SPECIES/TALENT		SPECIALTY		57/1	nids		
FIRST CLASS/LEVEL	5	SECOND CLASS/LEVEL		THIRD CLASS/LI	EVEL	- // 🕬			\$U
PLAYER NAME		CURRENT XP		NEXT LEVEL		ACTION	DICE	2	14
Male GENDER A	52	9' 1" HEIGHT	745 lbs.	Mercile	unkemp	ACTION	T	ARTING DICE	d4 DIE TYPE
PHYS	ICAL ATTRI		M	ENTAL ATTRI	IBUTES		ial6	5	
ATTRIBUTE NAME SCORE	7	IMPAIRED IMPAIRED SCORE MODIFIER	ATTRIBUTE	ORE MODIFIER	IMPAIRED IMPAIRED SCORE MODIFIER	ī I	- State		4
STR 16				2 +1			Alter of		
STRENGTH	+2		INTELLIGENCE	2 +1					
DEXTERITY			WISDOM			Gr		7Y	- A
CON 18	+4		CHARISMA	81		\$			P
			•	SKILL	.S			MAX RANKS	6
ORIGIN SKILL SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS RANKS	ATTRIBUTE MISC. MOD. MOD.	THREAT RANGE	ORIGIN SKILL SKILL NAME	SUGGESTED SK ATTRIBUTES BOY	ILL A' NUS RANKS	TTRIBUTE MISC MOD. MOD	C. THREAT D. RANGE
□ ACROBATIC	S DEX	=	+ +		□ MEDICINE	INT	= +	+	
□ ATHLETICS	STR	+13 = 8	+ _3 + _2	19-20	□ NOTICE	WIS +	$3_{-} = 2_{+}$	+	
□ BLEND	CHA	=	+ +		D PRESTIDIGITA	TION DEX	= +	+	
□ BLUFF	CHA	=	+ +		□ RESOLVE	CON +	9 = 3 +	+	19-20
□ CRAFTING *	INT	=	+ +		□ RIDE *	DEX	= +	+	
□ DISGUISE	CHA	=	+ +		□ SEARCH	INT	= +	+	
■ HAGGLE	WIS	+3 = 2	+ +		□ SENSE MOTIV	e Wis	= +	+	
□ IMPRESS	CHA	=	+ +		■ SNEAK	DEX +	= +	+	
□ INTIMIDATE	E WIS	+5 = 4	+ +		□ SURVIVAL	WIS +		+	
□ INVESTIGAT	TE WIS	= ·	+ +		□ TACTICS	INT +	6 = 5 +	+	
		FOCUSES				INTER	RESTS	TOTAL STUDIES	2
CRA	FTING		RIDE		Language	e: Ogre	Study	y: Ogre Lar	nds
		Ri	ding Mounts	-	Language: (ly: Gambliı	
					Language				<u> </u>
					0_0				
				SUBPLO	DTS			~~~	
		COMPLETED				TED			OMPLETED
		COMPLETED			COMPLE:	ГЕD		ПC	OMPLETED
		COIN	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~			LIFES	TYLE	TOTAL LIFESTYLI	0
					PANACHE	0		DENCE	0
COIN IN HAND		13s		A	.PPEARANCE BONUS	0	MONEY SAVED/E		15 %
STAKE					INCOME	0			
		NON-COME	AT ABILITIES: (CLASS ABILI	ITIES, FEATS, AND	OTHER OPTIONS			
NAME BSM (Athlete)	NOTES +2 and 19	-20 threat with Ath	etics and Recolu		AME Restricted Actions	NOTES When making In	fluence Outma	neuver and	 Гumble
		actored in)	CICS and ACSOIN	K		checks, your resu			
Enlight. Athletics		n Athletics ranks is 8	3			range increases b			
Paired Skills		ranks in Resolve, ga		val R	Reviled	Dispositions of n		ease by 10	



	_											
DEFENSE	<u>15</u> TOTAL =	10 + 2 CLASS BONUS	+ 2 + -1 DEX MOD. SIZE MOD.	_ + _ <u>3</u> _ <u>ARMOR</u> _ <u>ARMOR</u> _ <u>MOD.</u> _ <u>ARMOR</u> _ MOD.	INI	TIATI	VE	+4 TOTAL = _	2 CLASS BONUS +	DEX MOD.	+	
VITALITY	48 TOTAL	CURRENT	WOUNDS	TOTAL CURRENT	ATTACK TYPE TOTAL	SE ATT	ATTRIBUTE	MISC. S MOD. T	AVE YPE TOTA		E ATTRIBUTE E MOD.	E MISC. MOD.
	10	RITICAL I	NILIPIES		UNARMED +6	= _3	+ _ 3 + _	FOR	ITUDE + 6	$5_{=}2$	4	+
	GI	ATTIGAL I	NJUNIES		MELEE +6	_ 3	+ 3 +	RE	FLEX +3	b ₌ 1	+ 2	+
					RANGED +5	= 3			/ILL +4	- <u>3</u>	. 1	
						=	_ + _ _ + _				+	+
CURDUAL			STRESS			¢=	-		EAPONS	\sim		
3000	CURRENT I	FATIGUED	31.	CURRENT SHAKEN		Ras	tard sword	+7	1d12+3	3 20	M/1	18
		OUNDIT			MON 1		TYPE	ATK	DMG	THRE	AT SZ/HAND	WGT
		CONDIT	IUNS		WEAPON 1				massive			
						RNG	SHOTS			ES/UPGRADE		
							wer shield	+7	1d6+3	non		
		SIZ	E		WEAPON 2		TYPE	inflict	s subdual	THRE.	at sz/hand (e, guard +	WGT
SIZE		FOOTPR	NT	REACH		RNG	SHOTS			ES/UPGRADE		
Large		$2x^2$	2	1								
8					WEAPON 3		TYPE	ATK	DMG	THRE	AT SZ/HAND	WGT
GROUND	SDEEN	OTHER	SPEEN TI	RAVEL SPEED	WEAT	RNG	SHOTS		QUALITI	ES/UPGRADE	c	
BASE				MPH		KING	311013		QUALITI	ES/UPGRADE	2	
алы 30 ft.		BAS	E C	3			TYPE	ATK	DMG	THRE	AT SZ/HAND	WGT
	•				WEAPON 4		TILL	AIK	Dirici	THRE	SZ/IIAND	wor
		DDOFIOI	NOIFO			RNG	SHOTS		QUALITI	ES/UPGRADE	S	
		PROFICIE	INGLES					112	ARMOR	1010		
PROFICIENT FO			ROFICIENT FORTH					1	AUMOU	X		
	 UNARN BLUNT 	IED		BOWS BLACK POWDER		Partia	l chainmai	l 3	-1	-1	-5 ft.	90
—	EDGED			SIEGE WEAPONS	ARMOR		TYPE		DP	ACP	SPEED	WGT
-	HURLEI)			Anm	-8 DISGUISE		Edged 2 RESISTANCES		11g	tht fittings	
											~~~	
	187		<b>.</b>	CO	IMBAT ACTIONS			•		-		
ACTION	BONUS/MOVE	TIME	EFFECT									
Attack Actions		1.16										
Standard Attack Bull Rush *	+13	half full	1 attack against 1 t Move up to Speed	arget toward 1 opponent; opposed A	Athletics check to push targe	t 1 square +	1 additional square	per 4 over oppon	ent result: target	becomes sur	awled	
Coup de Grace		full		target only) hit = unconscious		-	-					
Disarm *		half		. Standard Attack to disarm 1	•							
Feint	+2	half		Notice to render adjacent opp			1 1100 1.101			1 (1)		
Grapple *	+13_	full full		tics to render target <i>held</i> ; both	characters become vulneral	ble and may	make additional Ath	letics (Str) checks	to gain Grapple	benefits		
Pummel Taunt	+1	half		it = triple subdual damage ense Motive to force opponent	tin Class Overteen to etterly							
Threaten	+5	half		olve to inflict 1d6 stress damag			At action					
Tire	+9	half		to inflict 1d6 subdual damage								
Trip *	+2	half		obatics to render target sprawl								
Initiative Actions												
Aim		half	(Unmoving target	only) +1 with Standard Attack								
Anticipate	+1	half	Sense Motive (DC	10 + target base attack bonus)	; success = dodge bonus to I	Defense equa	l to Wis mod (min.	+1) for 1 full roun	d			
Delay		free	−1 Initiative for th	is round; max (10 + Init bonus	) times							
Distract	_+2_	half		se Motive to reduce opponent	's Initiative by 2d6 for this ro	und only						
Ready		full		later during this round								
Refresh		1 round	If not attacked, reg	ain 1 action die's result in vita	lity or 2 wounds							
Movement Actions												
Standard Move	<u>35</u> ft.	half	Move up to Speed	in any direction								
Handle item	0 ft.	half		up, or manipulate 1 object								
Mount/Dismount	0 ft.	full		ained animal or vehicle								
Reposition	0 ft.	half		e, become flat-footed								
Run	_140_ft.	full	Move 4 × Speed in	straight line (3 × Speed in full	armor); become flat-footed							

 Total Defense
 35_ft.
 full
 1 Standard Move; +4 dodge bonus to Def for 1 full round

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



LIGHT LOAD Up to 250 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 251-750						REPUTATION AND RENOWN       LEGEND     REPUTATION					
LIFT (2 × HEAVY LOAD, NO MOVEMENT)						MILITARY RENOWN	1	TITLE			
PUSH/DRAG (2 × HEAVY LOAD, 1/4 SPEED) 1,500						NOBLE RENOWN TITLE					
				-	G	EAR					
NAME Backpack	EFFECT +2 Str. for	carrying	SZ/HAND M/-	CONST Soft 2	WEIGHT 3	NAME Large sack	EFFECT Holds 2	25 lbs	SZ/HAND S/1	CONST Soft 1	WEIGHT 1
50 ft. hemp rope	Supports 1			Soft 2	10	Rations (7)		for 1 day each		Hard 1	5
Grappling hook	+2 Climb v		T/1	Hard 2	4	Waterskin	Holds 2		T/1	Soft 1	5.5
						Pouch	Holds 5	i0 coins		Soft 1	0.5
						Total Encumbran	псе				149
					M	DUNT					
NAME			SIZE (FOOTE	PRINT)/REACH		)/	SPEED		TR	AVEL	
ATTRIBUTES									HEALTH		
SKILLS											
QUALITIES											
ATTACKS											
					VE	HICLE					
NAME			SPEED	TR	RAVEL	SIZE/DEF		OCC/LOAD		CONST	
QUALITIES											
		CONTACT	1	~				CONTACT 2			
NAME				H SPE	EED	NAME		TRUST	SIZE/REACH	SPE'	ED
ATTRIBUTES			_			ATTRIBUTES			-	REP COST	
INIT ATK	DEF	RES	HEALTH			INIT ATK _	DEF_	RES	HEALTH		
SKILLS						SKILLS					
QUALITIES						QUALITIES					
ATTACKS						ATTACKS					
GEAR						GEAR					
		HOLDING 1						HOLDING 2			
NAME		SCALE	GUESTS	/ MA	х	NAME		SCALE	GUESTS	/ MAX	ـــــــ
UPGRADES						UPGRADES					
				REP. COST				_		REP. COST	
NAME		ITEM L	VL ESSENCI	-s	MAGI	C ITEMS	CHARMS				REP COST





# **RUNNING OX: RULES REFERENCE**

## ACTION DICE

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

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

### **SPECIES**

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

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

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

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

## SPECIALTY, CLASS, & FEATS

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

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

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

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

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

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

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

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

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

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

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

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

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

### **GEAR & MAGIC ITEMS**

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

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

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

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

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

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

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