

# THE HAND – HUMAN ASSASSIN

**Age:** 30

**Height:** 5 ft. 8 in.

**Weight:** 160 lbs.

## Distinguishing Characteristics

Jet-black hair; pointed goatee; thin scars everywhere; sinister smile

## Background

The Hand is a frightening figure of local legend. He began his career as a small-time cutthroat serving a cult led by an ancient knight referred to as “Master.” He tried to leave when he became aware of the cult’s dark aspirations, but his former allies captured him and turned him over to the cult’s pain-mongers. For six long months he suffered their agonies, until he overpowered and killed half a dozen guards with a nail and escaped into the night with Master’s ceremonial pain-knife.

The pain-mongers’ ministrations drained the Hand of nearly all warmth or pleasure, leaving a white-hot core of vengeful rage. He despises worshipers of dark powers, those who “creep and skitter in the darkness like roaches... I will turn their love of the dark to fear.” The Hand is always on the move, bringing swift, vigilante justice to those who would corrupt what little good remains in the world. He travels also to avoid the cult of the Master, which hunts him still.

The Hand feels some connection with his companions, particularly Ezrai-meï the saurian, but the blue flame of revenge will always burn hottest and brightest in his heart.



**ACTION DICE** 3 d4  
STARTING DICE DIE TYPE



**The Hand**  
CHARACTER NAME  
**Assassin 3**  
FIRST CLASS/LEVEL  
**Fantasy Craft Iconic**  
PLAYER NAME  
**Male**  
GENDER

**Ruthless**  
SPECIES/TALENT  
SECOND CLASS/LEVEL  
CURRENT XP  
HEIGHT  
WEIGHT

**Guardian**  
SPECIALITY  
THIRD CLASS/LEVEL  
NEXT LEVEL  
EYES  
HAIR

PHYSICAL ATTRIBUTES				MENTAL ATTRIBUTES					
ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER
<b>STR</b> STRENGTH	12	+1			<b>INT</b> INTELLIGENCE	12	+1		
<b>DEX</b> DEXTERITY	16	+3			<b>WIS</b> WISDOM	12	+1		
<b>CON</b> CONSTITUTION	11	+0			<b>CHA</b> CHARISMA	14	+2		

SKILLS														MAX RANKS	
ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
■	ACROBATICS	DEX	+7	= 4	+ 3	+ _____	_____	□	MEDICINE	INT	_____	= _____	+ _____	+ _____	_____
□	ATHLETICS	STR	_____	= _____	+ _____	+ _____	_____	□	NOTICE	WIS	+4	= 3	+ 1	+ _____	_____
□	BLEND	CHA	+4	= 2	+ 2	+ _____	_____	□	PRESTIDIGITATION	DEX	+6	= 3	+ 3	+ _____	_____
□	BLUFF	CHA	+5	= 3	+ 2	+ _____	_____	□	RESOLVE	CON	+2	= 2	+ 0	+ _____	_____
□	CRAFTING*	INT	_____	= _____	+ _____	+ _____	_____	□	RIDE*	DEX	_____	= _____	+ _____	+ _____	_____
□	DISGUISE	CHA	+3	= 1	+ 2	+ _____	_____	□	SEARCH	INT	_____	= _____	+ _____	+ _____	_____
□	HAGGLE	WIS	_____	= _____	+ _____	+ _____	_____	□	SENSE MOTIVE	WIS	+4	= 3	+ 1	+ _____	_____
□	IMPRESS	CHA	_____	= _____	+ _____	+ _____	_____	□	SNEAK	DEX	_____	= _____	+ _____	+ _____	_____
□	INTIMIDATE	WIS	+6	= 5	+ 1	+ _____	_____	□	SURVIVAL	WIS	_____	= _____	+ _____	+ _____	_____
■	INVESTIGATE	WIS	+5	= 4	+ 1	+ _____	_____	□	TACTICS	INT	+3	= 2	+ 1	+ _____	_____

FOCUSES				INTERESTS				TOTAL STUDIES
CRAFTING		RIDE		Language: Common		Study: The Realm		3
_____		_____		Language: Elf		Study: Anatomy		
_____		_____		_____		Study: Weaponry		
_____		_____		_____		_____		

SUBPLOTS			
_____	□ COMPLETED	_____	□ COMPLETED
_____	□ COMPLETED	_____	□ COMPLETED

COIN		LIFESTYLE		TOTAL LIFESTYLE	
COIN IN HAND	12s	PANACHE	2	PRUDENCE	2
STAKE	_____	APPEARANCE BONUS	+1	MONEY SAVED/EARNED	25 %
		INCOME	20s		

NON COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS			
NAME	NOTES	NAME	NOTES
_____	_____	Hand of death	Flawless Blend/Resolve (DC 23)
_____	_____	Cold read	1/session, 3 questions (p30)
_____	_____	Quick on feet	1/session, Mask/Ambush as free action
_____	_____	_____	_____
_____	_____	_____	_____

**DEFENSE** 15 = 10 + 2 + 3 + \_\_\_\_\_ + \_\_\_\_\_ - \_\_\_\_\_

TOTAL CLASS BONUS DEX MOD. SIZE MOD. MISC. MOD. ARMOR MOD.

**INITIATIVE** +7 = 4 + 3 + \_\_\_\_\_

TOTAL CLASS BONUS DEX MOD. MISC. MOD.

**VITALITY** 30 \_\_\_\_\_ **WOUNDS** 11 \_\_\_\_\_

TOTAL CURRENT TOTAL CURRENT

**CRITICAL INJURIES**

**SUBDUAL** \_\_\_\_\_ **STRESS** \_\_\_\_\_

CURRENT FATIGUED CURRENT SHAKEN

**CONDITIONS**

**SIZE**

SIZE	FOOTPRINT	REACH
Medium	1x1	1

GROUND SPEED	OTHER SPEED	TRAVEL SPEED
BASE 30 ft.	BASE	MPH 3

**PROFICIENCIES**

PROFICIENT	FORTE	PROFICIENT	FORTE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

UNARMED BOWS  
BLUNT BLACK POWDER  
EDGED SIEGE WEAPONS  
HURLED

BASE ATTACKS				SAVING THROWS					
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+3	2	1		FORTITUDE	+2	2	0	
MELEE	+3	2	1		REFLEX	+5	2	3	
RANGED	+5	2	3		WILL	+3	2	1	

**WEAPONS**

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Saber		+4	1d10+3	19	S/1	5
cavalry, finesse						
QUALITIES/UPGRADES						
Short Sword		+4	1d8+1	19	T/1	4
keen 4						
QUALITIES/UPGRADES						
Throwing Knife		+5	1d4+3	19	D/1	1
finesse, poisonous						
QUALITIES/UPGRADES						
"Retribution"		+4	1d6+3	19	T/1	3
finesse, keen 4, magic (see Prizes)						
QUALITIES/UPGRADES						

**ARMOR**

ARMOR	TYPE	DR	DP	ACP	SPEED	WGT
Chainmail		2	0	0	0	18
Edged 2 fitted, lightweight						
DISGUISE RESISTANCES UPGRADES						

**COMBAT ACTIONS**

ACTION	BONUS/MOVE	TIME	EFFECT
<b>Attack Actions</b>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+1	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(Helpless adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+6	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+1	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel	+3	full	Unarmed attack: hit = triple subdual damage
Taunt	+4	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+6	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+2	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+7	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>
<b>Initiative Actions</b>			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate		half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract		half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds
<b>Movement Actions</b>			
Standard Move	30 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	120 ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	30 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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

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





# 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, Ezraime 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. Ezraime 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; Ezraime 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.



**ACTION DICE** 3 STARTING DICE d4 DIE TYPE



<b>Ezraimei</b> CHARACTER NAME	<b>Saurian</b> SPECIES/TALENT	<b>Rogue</b> SPECIALITY
<b>Burglar 3</b> FIRST CLASS/LEVEL	SECOND CLASS/LEVEL	THIRD CLASS/LEVEL
<b>Fantasy Craft Iconic</b> PLAYER NAME	CURRENT XP	NEXT LEVEL
<b>Female</b> GENDER	AGE	HEIGHT
	WEIGHT	EYES
		HAIR

PHYSICAL ATTRIBUTES			MENTAL ATTRIBUTES		
ATTRIBUTE NAME	SCORE	MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER
<b>STR</b> STRENGTH	15	+2	<b>INT</b> INTELLIGENCE	12	+1
<b>DEX</b> DEXTERITY	17	+3	<b>WIS</b> WISDOM	10	+0
<b>CON</b> CONSTITUTION	14	+2	<b>CHA</b> CHARISMA	11	+0

SKILLS														MAX RANKS	
ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	DEX	+8	5	3			<input type="checkbox"/>	MEDICINE	INT	+5	4	1		
<input type="checkbox"/>	ATHLETICS	STR	+6	4	2			<input type="checkbox"/>	NOTICE	WIS	+4	4	0		
<input type="checkbox"/>	BLEND	CHA						<input type="checkbox"/>	PRESTIDIGITATION	DEX	+7	4	3		
<input type="checkbox"/>	BLUFF	CHA	+4	4	0			<input type="checkbox"/>	RESOLVE	CON					
<input type="checkbox"/>	CRAFTING*	INT	+5	4	1			<input type="checkbox"/>	RIDE*	DEX	+7	4	3		
<input type="checkbox"/>	DISGUISE	CHA						<input type="checkbox"/>	SEARCH	INT	+5	4	1		
<input type="checkbox"/>	HAGGLE	WIS	+4	4	0			<input type="checkbox"/>	SENSE MOTIVE	WIS					
<input type="checkbox"/>	IMPRESS	CHA						<input type="checkbox"/>	SNEAK	DEX	+7	4	3		
<input type="checkbox"/>	INTIMIDATE	WIS						<input type="checkbox"/>	SURVIVAL	WIS	+4	4	0		
<input type="checkbox"/>	INVESTIGATE	WIS	+4	4	0			<input type="checkbox"/>	TACTICS	INT	+5	4	1		

FOCUSES				INTERESTS			
<b>CRAFTING</b>		<b>RIDE</b>		Language: Saurian		Study: Saurian Lands	
Metalworking		Riding Mounts		Language: Common		Study: Jewelry	
Tailoring		Land Vehicles				Study: Numismatics	

SUBPLOTS			
<input type="checkbox"/> COMPLETED		<input type="checkbox"/> COMPLETED	<input type="checkbox"/> COMPLETED
<input type="checkbox"/> COMPLETED		<input type="checkbox"/> COMPLETED	<input type="checkbox"/> COMPLETED

COIN		LIFESTYLE	
COIN IN HAND	182s	PANACHE	1
STAKE		APPEARANCE BONUS	0
		INCOME	10s
		PRUDENCE	0
		MONEY SAVED/EARNED	15 %

NON COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS			
NAME	NOTES	NAME	NOTES
Cold-blooded	Eat 1/day, cold vulnerabilities (p18)	Dextrous	Double AD for dex-based skill checks
Low-light vision	Ignore effects of dim and faint light	Very sneaky	Flawless Acrobatics/Sneak (DC 23)
Practised skill	Sneak (if spending AD=fail, get AD back)		
Trap sense	Roll Ref save to avoid traps/security twice		

**DEFENSE** 17 = 10 + 3 + 3 + 1 - ARMOR MOD.

**INITIATIVE** +7 = 4 + 3 + MISC. MOD.

**VITALITY** 24 TOTAL CURRENT      **WOUNDS** 14 TOTAL CURRENT

**CRITICAL INJURIES**

**SUBDUAL** CURRENT FATIGUED      **STRESS** CURRENT SHAKEN

**CONDITIONS**

**SIZE**

SIZE	FOOTPRINT	REACH
Medium	1x1	1

**GROUND SPEED**      **OTHER SPEED**      **TRAVEL SPEED**

BASE	BASE	MPH
30 ft.		3

**PROFICIENCIES**

PROFICIENT	FORTE	UNARMED	PROFICIENT	FORTE	BOWS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>

**BASE ATTACKS**      **SAVING THROWS**

ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+4	2	2		FORTITUDE	+3	1	2	
MELEE	+4	2	2		REFLEX	+6	3	3	
RANGED	+5	2	3		WILL	+1	1	0	

**WEAPONS**

WEAPON 1	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Stiletto	+5	1d4+2	18	D/1	.5	
AP 8, finesse						
QUALITIES/UPGRADES						

**WEAPON 2**

TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Sap	+4	1d6+2 s	19	D/1	2
finesse					
QUALITIES/UPGRADES					

**WEAPON 3**

TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Sling	+5	1d4+2 s	20	D/1	1
load 1					
QUALITIES/UPGRADES					

**WEAPON 4**

TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
60x6	10				
load 1					
QUALITIES/UPGRADES					

**ARMOR**

TYPE	DR	DP	ACP	SPEED	WGT
DISGUISE      RESISTANCES      UPGRADES					

**COMBAT ACTIONS**

ACTION	BONUS/MOVE	TIME	EFFECT
<b>Attack Actions</b>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+6	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(Helpless adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+7	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+6	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel	+4	full	Unarmed attack: hit = triple subdual damage
Taunt	+0	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+0	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+2	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+8	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>
<b>Initiative Actions</b>			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate		half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod. (+1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract		half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds
<b>Movement Actions</b>			
Standard Move	30 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	120 ft.	full	Move 4 x Speed in straight line (3 x Speed in full armor); become <i>flat-footed</i>
Total Defense	30 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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

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



### CARRYING CAPACITY

LIGHT LOAD to 100 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 101-300  
 OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 301+  
 LIFT (2 x HEAVY LOAD, 1/4 SPEED) 600  
 PUSH/DRAG (5 x HEAVY LOAD, 1/4 SPEED) 1500



### REPUTATION AND RENOWN

LEGEND \_\_\_\_\_ REPUTATION \_\_\_\_\_ RENOWN \_\_\_\_\_  
 HEROIC RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 MILITARY RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 NOBLE RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_

### GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	Extra carrying	S/-	soft 2	5					
Waterskin	2 quarts	T/1	soft 1	6					
50' silk rope	750 lb capacity	S/2	soft 2	5					
Large sack	25 lb max	S/1	soft 1	1					
Blanket	Cold Resist 4	S/-	soft 1	5					
Thieves' tools	for Disarm chks	D/2	hard 1	1					
Tinderbox	fire in 1 round	D/2	hard 1	.5					
Grapple hook	+2 climb w/rope	T/1	hard 2	4					
Pouch	holds 50 coins	D/-	soft 1	-					
Dice	+2 Relax	D/1	hard 1	1	Total Enc.				32

### MOUNT

NAME \_\_\_\_\_ SIZE (FOOTPRINT)/REACH \_\_\_\_\_ (\_\_\_\_\_) / \_\_\_\_\_ SPEED \_\_\_\_\_ TRAVEL \_\_\_\_\_  
 ATTRIBUTES \_\_\_\_\_ INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_  
 SKILLS \_\_\_\_\_  
 QUALITIES \_\_\_\_\_  
 ATTACKS \_\_\_\_\_

### VEHICLE

NAME \_\_\_\_\_ SPEED \_\_\_\_\_ TRAVEL \_\_\_\_\_ SIZE/DEF \_\_\_\_\_ OCC/LOAD \_\_\_\_\_ CONST \_\_\_\_\_  
 QUALITIES \_\_\_\_\_

### CONTACT 1

### CONTACT 2

NAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEED \_\_\_\_\_ NAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEED \_\_\_\_\_  
 ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_ ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_  
 INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_ INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_  
 SKILLS \_\_\_\_\_ SKILLS \_\_\_\_\_  
 QUALITIES \_\_\_\_\_ QUALITIES \_\_\_\_\_  
 ATTACKS \_\_\_\_\_ ATTACKS \_\_\_\_\_  
 GEAR \_\_\_\_\_ GEAR \_\_\_\_\_

### HOLDING 1

### HOLDING 2

NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_ NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_  
 UPGRADES \_\_\_\_\_ UPGRADES \_\_\_\_\_  
 \_\_\_\_\_ REP. COST \_\_\_\_\_ \_\_\_\_\_ REP. COST \_\_\_\_\_

### MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



# GEAR AND PRIZES





# CAPTAIN DUROK BLOODSHIELD

## — ORC CAPTAIN

**Age:** 25

**Height:** 6 ft. 2 in.

**Weight:** 265 lbs.

### Distinguishing Characteristics

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

### Background

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

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

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

## PERSONAL LIEUTENANT — GRIMDAK THE GLAIVE

**Grimdak the Glaive (Medium Folk Walker — 55 XP):**

Str 14, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZM (1×1, Reach 1);

Spd 30 ft. ground; Init +4; Atk +5 (melee and unarmed), +3 (hurled and ranged); Def 14; Res +2 (Reflex), +2 (Fortitude), +2 (Will); Health (Damage save) +2; Comp +1; Skills: Intimidate +9, Ride +7, Survival +8, Tactics +7; Qualities: *Always ready, banned action (Calm, Influence), class ability (Soldier: Killer Instinct), grueling combatant, light-sensitive, menacing threat, tricky (Cheap Shot)*

**Attacks/Weapons:** Glaive (dmg 1d8+4 lethal; threat 19–20; qualities: *Keen 4, reach +1*), short sword (dmg 1d8+4 lethal; threat 19–20; qualities: *Keen 4*)

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



**ACTION DICE**

1

d4

STARTING DICE

DIE TYPE



**Durok Bloodshield**  
 CHARACTER NAME  
**Captain 3**  
 FIRST CLASS/LEVEL  
**Fantasy Craft Iconic**  
 PLAYER NAME  
**Male**  
 GENDER

**Orc**  
 SPECIES/TALENT  
 \_\_\_\_\_  
 SECOND CLASS/LEVEL  
 \_\_\_\_\_  
 CURRENT XP  
 \_\_\_\_\_

**Fighter**  
 SPECIALITY  
 \_\_\_\_\_  
 THIRD CLASS/LEVEL  
 \_\_\_\_\_  
 NEXT LEVEL  
 \_\_\_\_\_  
 EYES \_\_\_\_\_ HAIR \_\_\_\_\_

**PHYSICAL ATTRIBUTES**

ATTRIBUTE NAME	SCORE	MODIFIER
<b>STR</b> STRENGTH	15	+2
<b>DEX</b> DEXTERITY	12	+1
<b>CON</b> CONSTITUTION	18	+4

IMPAIRED SCORE	IMPAIRED MODIFIER
_____	_____
_____	_____
_____	_____

**MENTAL ATTRIBUTES**

ATTRIBUTE NAME	SCORE	MODIFIER
<b>INT</b> INTELLIGENCE	10	+0
<b>WIS</b> WISDOM	12	+1
<b>CHA</b> CHARISMA	14	+2

IMPAIRED SCORE	IMPAIRED MODIFIER
_____	_____
_____	_____
_____	_____

**SKILLS**

ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	DEX	_____	_____	_____	_____	_____	<input type="checkbox"/>	MEDICINE	INT	+2	2	0	_____	_____
<input type="checkbox"/>	ATHLETICS	STR	+5	3	2	_____	_____	<input type="checkbox"/>	NOTICE	WIS	+4	3	1	_____	_____
<input type="checkbox"/>	BLEND	CHA	_____	_____	_____	_____	_____	<input type="checkbox"/>	PRESTIDIGITATION	DEX	_____	_____	_____	_____	_____
<input type="checkbox"/>	BLUFF	CHA	_____	_____	_____	_____	_____	<input type="checkbox"/>	RESOLVE	CON	+9	5	4	_____	_____
<input type="checkbox"/>	CRAFTING *	INT	_____	_____	_____	_____	_____	<input type="checkbox"/>	RIDE *	DEX	+1	1	1	_____	_____
<input type="checkbox"/>	DISGUISE	CHA	_____	_____	_____	_____	_____	<input checked="" type="checkbox"/>	SEARCH	INT	+3	3	0	_____	_____
<input checked="" type="checkbox"/>	HAGGLE	WIS	+4	3	1	_____	_____	<input type="checkbox"/>	SENSE MOTIVE	WIS	_____	_____	_____	_____	_____
<input type="checkbox"/>	IMPRESS	CHA	+5	3	2	_____	_____	<input type="checkbox"/>	SNEAK	DEX	_____	_____	_____	_____	_____
<input type="checkbox"/>	INTIMIDATE	WIS	+7	6	1	_____	_____	<input type="checkbox"/>	SURVIVAL	WIS	+2	1	1	_____	_____
<input type="checkbox"/>	INVESTIGATE	WIS	_____	_____	_____	_____	_____	<input type="checkbox"/>	TACTICS	INT	+7	6	0	_____	_____

**FOCUSES**

**INTERESTS**

TOTAL STUDIES **2**

**CRAFTING**

**RIDE**

Language: Orc

Study: Orc Lands

Riding Mounts

Language: Common

Study: Warfare

Language: Elf

**SUBPLOTS**

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COMPLETED

**COIN**

**LIFESTYLE**

TOTAL LIFESTYLE **4**

COIN IN HAND

12s

PANACHE

2

PRUDENCE

2

APPEARANCE BONUS

+1

MONEY SAVED/EARNED

25

%

STAKE

INCOME

20s

**NON COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS**

NAME

NOTES

Banned action

no Calm or Influence checks

NAME

NOTES

Right-hnd man

Personal Lieutenant - Grimdak



**CHARACTER**



**DEFENSE** 10 = 10 + 1 + 1 + \_\_\_\_\_ + \_\_\_\_\_ - 2

TOTAL CLASS BONUS DEX MOD. SIZE MOD. MISC. MOD. ARMOR MOD.

**INITIATIVE** +3 = 2 + 1 + \_\_\_\_\_

TOTAL CLASS BONUS DEX MOD. MISC. MOD.

**VITALITY** 39 TOTAL CURRENT **WOUNDS** 18 TOTAL CURRENT

**CRITICAL INJURIES**

**SUBDUAL** CURRENT  **FATIGUED** **STRESS** CURRENT  **SHAKEN**

**CONDITIONS**

**SIZE**

SIZE	FOOTPRINT	REACH
Medium	1x1	1

GROUND SPEED	OTHER SPEED	TRAVEL SPEED
BASE 30 ft.	BASE	MPH 3

**PROFICIENCIES**

PROFICIENT	FORTE	UNARMED	PROFICIENT	FORTE	BOWS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		HURLED			SIEGE WEAPONS

BASE ATTACKS					SAVING THROWS				
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+4	2	2		FORTITUDE	+6	2	4	
MELEE	+4	2	2		REFLEX	+1	1	1	
RANGED	+3	2	1		WILL	+4	3	1	

**WEAPONS**

WEAPON 1	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Mace	+5	1d8+2	20	T/1	8.5	
AP 4, lanyard						
QUALITIES/UPGRADES						

**WEAPON 2**

WEAPON 2	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Boar Spear	+5	1d8+2	19	M/2	12	
guard +1, reach +1						
QUALITIES/UPGRADES						

**WEAPON 3**

WEAPON 3	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
QUALITIES/UPGRADES						

**WEAPON 4**

WEAPON 4	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
QUALITIES/UPGRADES						

**ARMOR**

ARMOR	TYPE	DR	DP	ACP	SPEED	WGT
Scalemail	6	-2	-1	-5	57	
Obv	Edged 3			heavy fittings		
DISGUISE RESISTANCES UPGRADES						

**COMBAT ACTIONS**

ACTION	BONUS/MOVE	TIME	EFFECT
<b>Attack Actions</b>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+5	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(Helpless adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+1	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+5	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+1	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+7	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+9	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+1	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>
<b>Initiative Actions</b>			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate		half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract		half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds
<b>Movement Actions</b>			
Standard Move	30 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	120 ft.	full	Move 4 x Speed in straight line (3 x Speed in full armor); become <i>flat-footed</i>
Total Defense	30 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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

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



### CARRYING CAPACITY

LIGHT LOAD 100 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 101-300  
 OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 301+  
 LIFT (2 x HEAVY LOAD, 1/4 SPEED) 600  
 PUSH/DRAW (5 x HEAVY LOAD, 1/4 SPEED) 1500



### REPUTATION AND RENOWN

LEGEND \_\_\_\_\_ REPUTATION \_\_\_\_\_ RENOWN \_\_\_\_\_  
 HEROIC RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 MILITARY RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 NOBLE RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_

### GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
Saddlebag	Extra carrying	M/-	Soft 2	10	Pouch	holds 50 coins	D/-	Soft 1	-
Flag	+2 Imp/Intim	M/2	Soft 2	12	Pipe	+2 Concentrate	D/1	Hard 1	.1
Axe, hand	improv hatchet	T/2	Hard 2	5	Whistle	hear 1m or 500'	D/1	Hard 1	.5
Bedroll	Cold Resist 4	S/-	Soft 1	5					
Waterskin	2 quarts	T/1	Soft 1	6					
Tinderbox	fire in 1 round	D/2	Hard 1	.5					
Fishing pole	+2 Forage (fish)	S/1	Hard 1	4					
Tent	Heat/cold res 4	L/-	Soft 2	15					
100' hmp rope	1000 lb capacity	S/2	Soft 2	20	Total Enc				79
Rations (14)	feed for day	T/2	Hard 1	10	Mule Enc	(left column)			77

### MOUNT

NAME Hambone (Mule) (at TL 3) SIZE (FOOTPRINT)/REACH L (1x2) / 1 SPEED 30 ft. ground TRAVEL 5  
 ATTRIBUTES S15, D10, C12, I6, W10, Ch4 INIT +2 ATK +1 DEF 12 RES +2 HEALTH +2 COMP -  
 SKILLS Acrobatics +6, Athletics +7, Notice +7, Resolve +6  
 QUALITIES dmg reduction 1, imp scent, imp stability, superior traveler 2  
 ATTACKS Kick I (dmg 1d8+2, threat 20)

### VEHICLE

NAME \_\_\_\_\_ SPEED \_\_\_\_\_ TRAVEL \_\_\_\_\_ SIZE/DEF \_\_\_\_\_ OCC/LOAD \_\_\_\_\_ CONST \_\_\_\_\_  
 QUALITIES \_\_\_\_\_

### CONTACT 1

### CONTACT 2

NAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEED \_\_\_\_\_ NAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEED \_\_\_\_\_  
 ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_ ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_  
 INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_ INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_  
 SKILLS \_\_\_\_\_ SKILLS \_\_\_\_\_  
 QUALITIES \_\_\_\_\_ QUALITIES \_\_\_\_\_  
 ATTACKS \_\_\_\_\_ ATTACKS \_\_\_\_\_  
 GEAR \_\_\_\_\_ GEAR \_\_\_\_\_

### HOLDING 1

### HOLDING 2

NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_ NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_  
 UPGRADES \_\_\_\_\_ UPGRADES \_\_\_\_\_  
 \_\_\_\_\_ REP COST \_\_\_\_\_ \_\_\_\_\_ REP COST \_\_\_\_\_

### MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



# GEAR AND PRIZES



# PHILEMON RENN — HUMAN COURTIER

**Age:** 36

**Height:** 5 ft. 9 in.

**Weight:** 132 lbs.

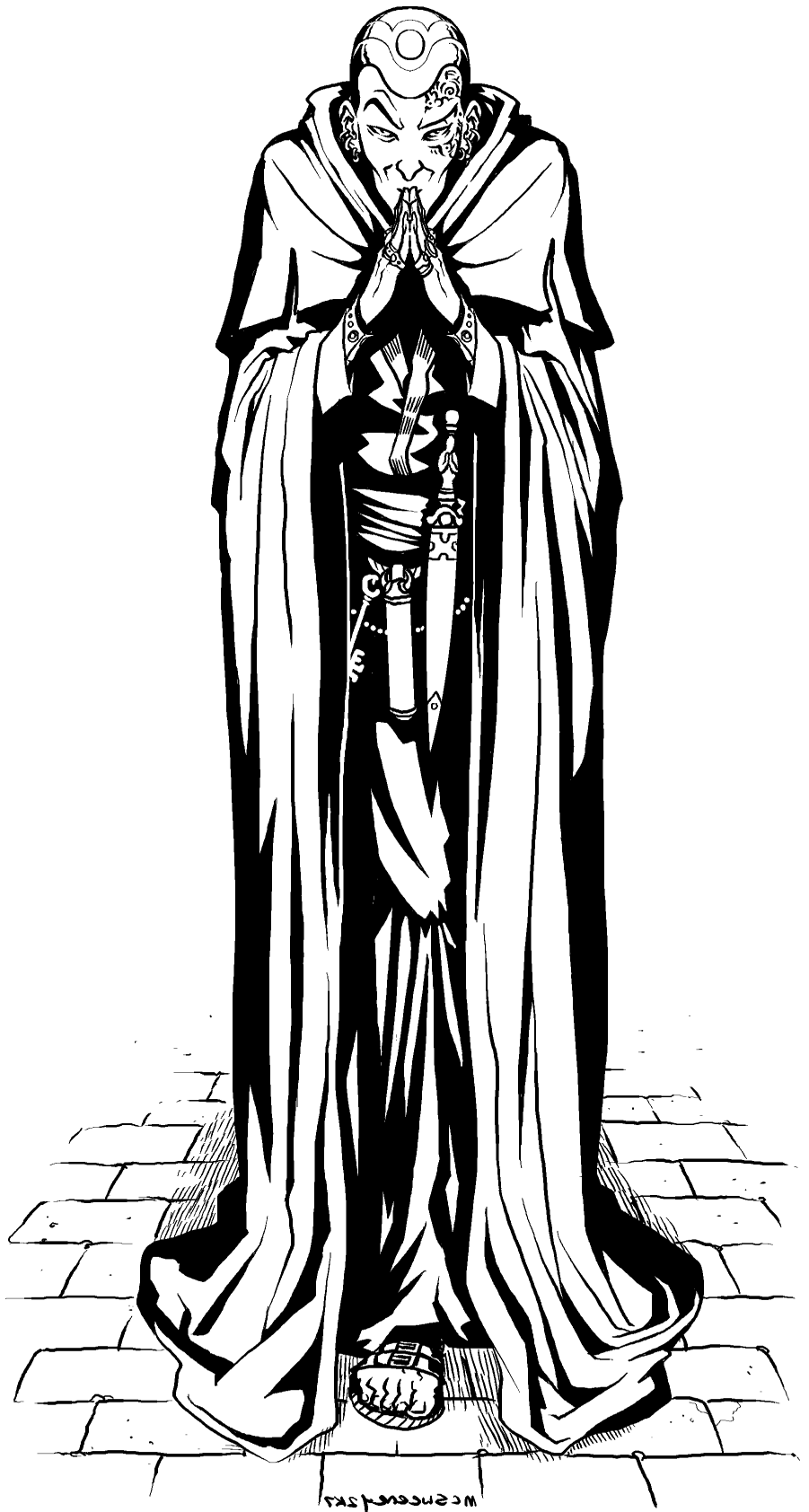
## **Distinguishing Characteristics**

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.



**ACTION DICE**

**3** STARTING DICE **d4** DIE TYPE



**Philemon Renn**  
 CHARACTER NAME  
**Courtier 3**  
 FIRST CLASS/LEVEL  
**Fantasy Craft Iconic**  
 PLAYER NAME  
**Male**  
 GENDER

**Charismatic**  
 SPECIES/TALENT  
 \_\_\_\_\_  
 SECOND CLASS/LEVEL  
 \_\_\_\_\_  
 CURRENT XP  
 \_\_\_\_\_

**Swindler**  
 SPECIALITY  
 \_\_\_\_\_  
 THIRD CLASS/LEVEL  
 \_\_\_\_\_  
 NEXT LEVEL  
 \_\_\_\_\_  
 EYES \_\_\_\_\_ HAIR \_\_\_\_\_

PHYSICAL ATTRIBUTES				MENTAL ATTRIBUTES					
ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER
<b>STR</b> STRENGTH	12	+1	_____	_____	<b>INT</b> INTELLIGENCE	12	+1	_____	_____
<b>DEX</b> DEXTERITY	12	+1	_____	_____	<b>WIS</b> WISDOM	12	+1	_____	_____
<b>CON</b> CONSTITUTION	12	+1	_____	_____	<b>CHA</b> CHARISMA	16	+3	_____	_____

SKILLS														MAX RANKS	
ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	DEX	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	MEDICINE	INT	_____	= _____	+ _____	+ _____	_____
<input type="checkbox"/>	ATHLETICS	STR	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	NOTICE	WIS	<b>+5</b>	= <b>4</b>	+ <b>1</b>	+ _____	_____
<input type="checkbox"/>	BLEND	CHA	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	PRESTIDIGITATION	DEX	<b>+5</b>	= <b>4</b>	+ <b>1</b>	+ _____	_____
<input type="checkbox"/>	BLUFF	CHA	<b>+7</b>	= <b>4</b>	+ <b>3</b>	+ _____	_____	<input type="checkbox"/>	RESOLVE	CON	<b>+4</b>	= <b>3</b>	+ <b>1</b>	+ _____	_____
<input type="checkbox"/>	CRAFTING *	INT	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	RIDE *	DEX	<b>+5</b>	= <b>4</b>	+ <b>1</b>	+ _____	_____
<input type="checkbox"/>	DISGUISE	CHA	_____	= _____	+ _____	+ _____	_____	<input type="checkbox"/>	SEARCH	INT	<b>+5</b>	= <b>4</b>	+ <b>1</b>	+ _____	_____
<input type="checkbox"/>	HAGGLE	WIS	<b>+4</b>	= <b>3</b>	+ <b>1</b>	+ _____	_____	<input type="checkbox"/>	SENSE MOTIVE	WIS	<b>+5</b>	= <b>4</b>	+ <b>1</b>	+ _____	_____
<input type="checkbox"/>	IMPRESS	CHA	<b>+6</b>	= <b>3</b>	+ <b>3</b>	+ _____	_____	<input type="checkbox"/>	SNEAK	DEX	<b>+5</b>	= <b>4</b>	+ <b>1</b>	+ _____	_____
<input type="checkbox"/>	INTIMIDATE	WIS	<b>+5</b>	= <b>4</b>	+ <b>1</b>	+ _____	_____	<input type="checkbox"/>	SURVIVAL	WIS	_____	= _____	+ _____	+ _____	_____
<input type="checkbox"/>	INVESTIGATE	WIS	<b>+5</b>	= <b>4</b>	+ <b>1</b>	+ _____	_____	<input type="checkbox"/>	TACTICS	INT	_____	= _____	+ _____	+ _____	_____

FOCUSES				INTERESTS				TOTAL STUDIES
<b>CRAFTING</b>		<b>RIDE</b>		Language: Common		Study: The Realm		<b>2</b>
_____		Riding Mounts		Language: Elf		Study: Etiquette		_____
_____		Land Vehicles		Language: Dwarf		_____		_____
_____		_____		_____		_____		_____

SUBPLOTS			
<input type="checkbox"/> COMPLETED	_____	<input type="checkbox"/> COMPLETED	_____
<input type="checkbox"/> COMPLETED	_____	<input type="checkbox"/> COMPLETED	_____

COIN		LIFESTYLE		TOTAL LIFESTYLE	
COIN IN HAND	<b>0</b>	PANACHE	<b>5</b>	PRUDENCE	<b>1</b>
STAKE	_____	APPEARANCE BONUS	<b>+4</b>	MONEY SAVED/EARNED	<b>20</b> %
_____	_____	INCOME	<b>50s</b>	_____	_____

NON COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS			
NAME	NOTES	NAME	NOTES
Charming	2/session +5 to non-foe NPC's disposition	Only the finest	+2 Appearance bonus for all teammates
Double boost	Double AD for Cha-based skill checks	With a word	Flawless Haggle/Impress (DC 23)
Encourage	1/scene, grant save bonus (p18)	Gifts & favors	At start of adventure, get 90s free (usable for supplies or bribes only)
Beguiling	w/Taunt, Fixate target (p26)	Obligations	free 50 Rep for contacts (see Contacts)
Practiced	Bluff (if check+AD = still fail, retain AD)		

**DEFENSE** 12 = 10 + 1 + 1 + \_\_\_\_\_ + \_\_\_\_\_ - \_\_\_\_\_

TOTAL CLASS BONUS DEX MOD. SIZE MOD. MISC. MOD. ARMOR MOD.

**INITIATIVE** +5 = 4 + 1 + \_\_\_\_\_

TOTAL CLASS BONUS DEX MOD. MISC. MOD.

**VITALITY** 30 TOTAL CURRENT

**WOUNDS** 12 TOTAL CURRENT

**CRITICAL INJURIES**

**SUBDUAL** CURRENT  **FATIGUED**

**STRESS** CURRENT  **SHAKEN**

**CONDITIONS**

**SIZE**

SIZE	FOOTPRINT	REACH
Medium	1x1	1

GROUND SPEED	OTHER SPEED	TRAVEL SPEED
BASE 30 ft.	BASE	MPH 3

**PROFICIENCIES**

PROFICIENT	FORTE	UNARMED	PROFICIENT	FORTE	BOWS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>

BASE ATTACKS				SAVING THROWS					
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+2	1	1		FORTITUDE	+3	2	1	
MELEE	+2	1	1		REFLEX	+2	1	1	
RANGED	+2	1	1		WILL	+4	3	1	

**WEAPONS**

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Stiletto		+3	1d4+1	18	D/1	.5
			AP 8, finesse			

**WEAPON 1**

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Short Bow		+2	1d6	19	S/2	7
			AP 2, cavalry, poisonous			

**WEAPON 2**

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
20x6	30					

**WEAPON 3**

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT

**WEAPON 4**

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT

**ARMOR**

ARMOR	TYPE	DR	DP	ACP	SPEED	WGT
Padded		1	0	0	0	6
0	Cold 5					

**COMBAT ACTIONS**

ACTION	BONUS/MOVE	TIME	EFFECT
<b>Attack Actions</b>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+1	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(Helpless adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+5	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+1	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+5	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+5	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+4	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+1	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

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

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

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

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

NAME	NOTES	NAME	NOTES
Misdir Basics		Feat (p96)	
Mobility Basics		Feat (p96)	



CARRYING CAPACITY

LIGHT LOAD to 70 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 71-210
OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 211+
LIFT (2 x HEAVY LOAD, 1/4 SPEED) 420
PUSH/DRAW (5 x HEAVY LOAD, 1/4 SPEED) 1050



REPUTATION AND RENOWN

LEGEND REPUTATION RENOWN
HEROIC RENOWN TITLE
MILITARY RENOWN TITLE
NOBLE RENOWN TITLE

GEAR

Table with columns: NAME, PURSE, EFFECT, SZ/HAND, CONST, WEIGHT. Includes entries for 'Booze (3)' and a 'Total Enc' row with value 15.5.

MOUNT

NAME SIZE (FOOTPRINT)/REACH SPEED TRAVEL
ATTRIBUTES INIT ATK DEF RES HEALTH COMP
SKILLS
QUALITIES
ATTACKS

VEHICLE

NAME SPEED TRAVEL SIZE/DEF OCC/LOAD CONST
QUALITIES

CONTACT 1

CONTACT 2

NAME Sebastio Ladron TRUST As SIZE/REACH M/1 SPEED 30'
ATTRIBUTES S10, D12, C10, I10, W14, Ch14 REP COST 54
INIT IV ATK II DEF II RES II HEALTH II COMP IV
SKILLS Bluff IX, Impress V, Sense Motive V
QUALITIES Attractive I, CA (Asn: cold read I, Brg: he did it!)
ATTACKS Sap (dmg 1d6s, threat 19, qualities: finesse)
GEAR Coach, booze (1), knockout poison (3)

HOLDING 1

HOLDING 2

NAME SCALE GUESTS / MAX
UPGRADES
REP. COST

MAGIC ITEMS

Table with columns: NAME, ITEM LVL, ESSENCES, CHARMS, REP COST.



GEAR AND PRIZES





# 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.



**ACTION DICE**      2 (4)      d4  
STARTING DICE      DIE TYPE



<b>Salem Ironring</b> CHARACTER NAME	<b>Dwarf</b> SPECIES/TALENT	<b>Adventurer</b> SPECIALITY
<b>Explorer 3</b> FIRST CLASS/LEVEL	SECOND CLASS/LEVEL	THIRD CLASS/LEVEL
<b>Fantasy Craft Iconic</b> PLAYER NAME	CURRENT XP	NEXT LEVEL
<b>Male</b> GENDER	AGE	HEIGHT
	WEIGHT	EYES
		HAIR

PHYSICAL ATTRIBUTES				MENTAL ATTRIBUTES					
ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER
<b>STR</b> STRENGTH	12	+1			<b>INT</b> INTELLIGENCE	12	+1		
<b>DEX</b> DEXTERITY	9	-1			<b>WIS</b> WISDOM	14	+2		
<b>CON</b> CONSTITUTION	17	+3			<b>CHA</b> CHARISMA	10	+0		

SKILLS														MAX RANKS	
ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
■	ACROBATICS	DEX	+3	= 4	+ -1	+ _____	_____	□	MEDICINE	INT	_____	= _____	+ _____	+ _____	_____
□	ATHLETICS	STR	+4	= 3	+ 1	+ _____	_____	□	NOTICE	WIS	+10	= 8	+ 2	+ _____	_____
□	BLEND	CHA	+3	= 3	+ 0	+ _____	_____	□	PRESTIDIGITATION	DEX	+5	= 6	+ -1	+ _____	_____
□	BLUFF	CHA	_____	= _____	+ _____	+ _____	_____	□	RESOLVE	CON	+5	= 2	+ 3	+ _____	_____
□	CRAFTING *	INT	_____	= _____	+ _____	+ _____	_____	□	RIDE *	DEX	+0	= 1	+ -1	+ _____	_____
□	DISGUISE	CHA	_____	= _____	+ _____	+ _____	_____	□	SEARCH	INT	+5	= 4	+ 1	+ _____	_____
□	HAGGLE	WIS	+5	= 3	+ 2	+ _____	_____	□	SENSE MOTIVE	WIS	_____	= _____	+ _____	+ _____	_____
□	IMPRESS	CHA	_____	= _____	+ _____	+ _____	_____	■	SNEAK	DEX	+4	= 5	+ -1	+ _____	_____
□	INTIMIDATE	WIS	_____	= _____	+ _____	+ _____	_____	□	SURVIVAL	WIS	+5	= 3	+ 2	+ _____	_____
□	INVESTIGATE	WIS	+5	= 3	+ 2	+ _____	_____	□	TACTICS	INT	_____	= _____	+ _____	+ _____	_____

FOCUSES				INTERESTS				TOTAL STUDIES
<b>CRAFTING</b>		<b>RIDE</b>		Language: Dwarf		Study: Dwarf Lands		3
		Land Vehicles		Language: Common		Study: The Realm		
						Study: Architecture		

SUBPLOTS					
□ COMPLETED	_____	□ COMPLETED	_____	□ COMPLETED	_____
□ COMPLETED	_____	□ COMPLETED	_____	□ COMPLETED	_____

COIN		LIFESTYLE		TOTAL LIFESTYLE	
COIN IN HAND	12s	PANACHE	1	PRUDENCE	1
STAKE	_____	APPEARANCE BONUS	0	MONEY SAVED/EARNED	20 %
		INCOME	10s		

NON COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS			
NAME	NOTES	NAME	NOTES
Banned action	No Kick tricks or Jump/Swim checks	Friends all over	Contact: Kara the Gypsy (p38)
Enlightened	Notice	Tomb raider	Flawless Athletics/Search (DC 23)
Low-light vision	Ignore effects of dim and faint light	Bookworm I	make Research checks in 1/2 time
		Adventure luck	Roll treasure twice, keep both results
		Fortunate	Start play w/2 bonus AD (already above)

**DEFENSE** 11 = 10 + 2 - 1

TOTAL = CLASS BONUS + DEX MOD. + SIZE MOD. + MISC. MOD. - ARMOR MOD.

**INITIATIVE** +1 = 2 - 1

TOTAL = CLASS BONUS + DEX MOD. + MISC. MOD.

**VITALITY** 36 TOTAL CURRENT

**WOUNDS** 17 TOTAL CURRENT

**CRITICAL INJURIES**

**SUBDUAL** CURRENT  **FATIGUED**

**STRESS** CURRENT  **SHAKEN**

**CONDITIONS**

**SIZE**

SIZE	FOOTPRINT	REACH
Medium	1x1	1

GROUND SPEED	OTHER SPEED	TRAVEL SPEED
BASE 20 ft.	BASE	MPH 2

**PROFICIENCIES**

PROFICIENT	FORTE	UNARMED	PROFICIENT	FORTE	BOWS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>

BASE ATTACKS				SAVING THROWS					
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+3	2	1		FORTITUDE	+6	3	3	
MELEE	+3	2	1		REFLEX	+4	2	-1	3
RANGED	+1	2	-1		WILL	+3	1	2	

**WEAPONS**

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Battle Axe		+4	1d10+1	19	S/2	12
			AP 2, trip			

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Long Knife		+4	1d6+1	19	T/1	3
			Finesse, keen 4			

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT

**ARMOR**

ARMOR	TYPE	DR	DP	ACP	SPEED	WGT
Thick Hide		3			natural	
					UPGRADES	

**COMBAT ACTIONS**

ACTION	BONUS/MOVE	TIME	EFFECT
<b>Attack Actions</b>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+4	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(Helpless adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+5	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+4	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+2	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+2	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+5	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+3	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>
<b>Initiative Actions</b>			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate		half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract		half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds
<b>Movement Actions</b>			
Standard Move	20 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	80 ft.	full	Move 4 x Speed in straight line (3 x Speed in full armor); become <i>flat-footed</i>
Total Defense	20 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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

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



### CARRYING CAPACITY

LIGHT LOAD to 140 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 141-420  
 OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 421+  
 LIFT (2 x HEAVY LOAD, 1/4 SPEED) 840  
 PUSH/DRAG (5 x HEAVY LOAD, 1/4 SPEED) 2100



### REPUTATION AND RENOWN

LEGEND \_\_\_\_\_ REPUTATION \_\_\_\_\_ RENOWN \_\_\_\_\_  
 HEROIC RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 MILITARY RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 NOBLE RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_

### GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	Extra carrying	S/-	Soft 2	5	Pouch x5	holds 50 coins	D/-	Soft 1	-
Bedroll	Cold Resist 4	S/-	Soft 1	5	Magnify glass		T/1	Brittle 2	.5
Pipe	+2 Concentrate	D/1	Hard 1	.1	Tinderbox	fire in 1 round	D/2	Hard 1	.5
Spyglass	x2 vision incr	T/1	Hard 2	3	Thieves' tools	for Disarm chks	D/2	Hard 1	1
Map, detailed	(p158)	T/2	Brittle 1	.5	Sextant	+2 know for nav	F/1	Brittle 1	1
50' hemp rope	1000 lb capacity	S/2	Soft 2	10	"Locktongue"	see Magic Items	T/1	Solid 3	3
Grapple hook	+2 climb w/rope	T/1	Hard 2	4					
Waterskin	2 quarts	T/1	Soft 1	6					
Block/tackle	+4 Str for lifting	M/2	Hard 3	25					
Astrolabe	tells d/m/y	T/2	Hard 2	10	Total Enc				90

### MOUNT

NAME \_\_\_\_\_ SIZE (FOOTPRINT)/REACH \_\_\_\_\_ (\_\_\_\_\_) / \_\_\_\_\_ SPEED \_\_\_\_\_ TRAVEL \_\_\_\_\_  
 ATTRIBUTES \_\_\_\_\_ INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_  
 SKILLS \_\_\_\_\_  
 QUALITIES \_\_\_\_\_  
 ATTACKS \_\_\_\_\_

### VEHICLE

NAME \_\_\_\_\_ SPEED \_\_\_\_\_ TRAVEL \_\_\_\_\_ SIZE/DEF \_\_\_\_\_ OCC/LOAD \_\_\_\_\_ CONST \_\_\_\_\_  
 QUALITIES \_\_\_\_\_

### CONTACT 1

### CONTACT 2

**CONTACT 1**  
 NAME Kara the Gypsy TRUST As SIZE/REACH M/1 SPEED 30'  
 ATTRIBUTES S10, D10, C10, I10, W10, Ch12 REP COST 50  
 INIT VII ATK III DEF V RES II HEALTH II COMP III  
 SKILLS Bluff V, Impress V, Sense Motive VII, Spellcasting III  
 QUALITIES BSM (Actor), Lady Luck's Smile, Spell Defense I  
 ATTACKS Dagger (dmg 1d6, threat 19, qualities: bleed, hurl)  
 GEAR Wagon, mage pouch; Spells: Locate Object, Scrye I

**CONTACT 2**  
 NAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEED \_\_\_\_\_  
 ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_  
 INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_  
 SKILLS \_\_\_\_\_  
 QUALITIES \_\_\_\_\_  
 ATTACKS \_\_\_\_\_  
 GEAR \_\_\_\_\_

### HOLDING 1

### HOLDING 2

**HOLDING 1**  
 NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_  
 UPGRADES \_\_\_\_\_  
 REP. COST \_\_\_\_\_

**HOLDING 2**  
 NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_  
 UPGRADES \_\_\_\_\_  
 REP. COST \_\_\_\_\_

### MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST
The Locktongue	3		Spell Effect (Knock 1/scene)	2



# GEAR AND PRIZES



# 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.



**ACTION DICE**

3

d4

STARTING DICE

DIE TYPE



**Aspen**  
 CHARACTER NAME  
**Keeper 3**  
 FIRST CLASS/LEVEL  
**Fantasy Craft Iconic**  
 PLAYER NAME  
**?**  
 GENDER \_\_\_\_\_ AGE \_\_\_\_\_

**Rootwalker**  
 SPECIES/TALENT  
 \_\_\_\_\_  
 SECOND CLASS/LEVEL  
 \_\_\_\_\_  
 CURRENT XP  
 \_\_\_\_\_

**Mystic**  
 SPECIALITY  
 \_\_\_\_\_  
 THIRD CLASS/LEVEL  
 \_\_\_\_\_  
 NEXT LEVEL  
 \_\_\_\_\_  
 EYES \_\_\_\_\_ HAIR \_\_\_\_\_

**PHYSICAL ATTRIBUTES**

ATTRIBUTE NAME	SCORE	MODIFIER
<b>STR</b> STRENGTH	12	+1
<b>DEX</b> DEXTERITY	12	+1
<b>CON</b> CONSTITUTION	11	+0

IMPAIRED SCORE	IMPAIRED MODIFIER
_____	_____
_____	_____
_____	_____

**MENTAL ATTRIBUTES**

ATTRIBUTE NAME	SCORE	MODIFIER
<b>INT</b> INTELLIGENCE	14	+2
<b>WIS</b> WISDOM	13	+1
<b>CHA</b> CHARISMA	11	+0

IMPAIRED SCORE	IMPAIRED MODIFIER
_____	_____
_____	_____
_____	_____

**SKILLS**

ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	DEX	_____	_____	_____	_____	_____	<input type="checkbox"/>	MEDICINE	INT	+7	5	2	_____	_____
<input type="checkbox"/>	ATHLETICS	STR	_____	_____	_____	_____	_____	<input type="checkbox"/>	NOTICE	WIS	+6	5	1	_____	_____
<input checked="" type="checkbox"/>	BLEND	CHA	+5	5	0	_____	_____	<input type="checkbox"/>	PRESTIDIGITATION	DEX	_____	_____	_____	_____	_____
<input type="checkbox"/>	BLUFF	CHA	+5	5	0	_____	_____	<input type="checkbox"/>	RESOLVE	CON	+4	4	0	_____	_____
<input type="checkbox"/>	CRAFTING*	INT	+6	4	2	_____	_____	<input type="checkbox"/>	RIDE*	DEX	_____	_____	_____	_____	_____
<input type="checkbox"/>	DISGUISE	CHA	_____	_____	_____	_____	_____	<input type="checkbox"/>	SEARCH	INT	+9	5	2	2	19
<input type="checkbox"/>	HAGGLE	WIS	+6	5	1	_____	_____	<input type="checkbox"/>	SENSE MOTIVE	WIS	+12	11	1	_____	_____
<input type="checkbox"/>	IMPRESS	CHA	+5	5	0	_____	_____	<input type="checkbox"/>	SNEAK	DEX	_____	_____	_____	_____	_____
<input checked="" type="checkbox"/>	INTIMIDATE	WIS	+6	5	1	_____	_____	<input type="checkbox"/>	SURVIVAL	WIS	_____	_____	_____	_____	_____
<input type="checkbox"/>	INVESTIGATE	WIS	+8	5	1	2	19	<input type="checkbox"/>	TACTICS	INT	_____	_____	_____	_____	_____

**FOCUSES**

**INTERESTS**

TOTAL STUDIES **4**

**CRAFTING**

**RIDE**

Language: Rootwalker

Study: Rootwalker Lands

Woodcarving

Language: Common

Study: The Realm

Painting

Language: Drake

Study: Arcana

Study: Nature

**SUBPLOTS**

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COMPLETED

**COIN**

**LIFESTYLE**

TOTAL LIFESTYLE **3**

COIN IN HAND **8s**

PANACHE **3**

PRUDENCE **0**

APPEARANCE BONUS **+1**

MONEY SAVED/EARNED **15** %

STAKE \_\_\_\_\_

INCOME **30s**

**NON COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS**

NAME	NOTES	NAME	NOTES
Light sleeper	Sleeping is never a terminal situation	Teacher	1/scene, share Investigator feat w/team
Natural camo	+5 w/Blend checks in forest/jungle	Man of reason	Flawless Crafting/Medicine (DC 23)
Paired skills	Investigate/Medicine	Trade secrets	Sense Motive max ranks 11
Many-armed	4 arms (p103)	Bright idea	1/session, re-roll Int, Wis, or Cha check
		Investigator	+2 and threat 19 w/Investigate, Search

**DEFENSE** 14 = 10 + 3 + 1 + \_\_\_\_\_ + \_\_\_\_\_ - \_\_\_\_\_  
TOTAL CLASS BONUS DEX MOD. SIZE MOD. MISC. MOD. ARMOR MOD.

**INITIATIVE** +2 = 1 + 1 + \_\_\_\_\_ + \_\_\_\_\_  
TOTAL CLASS BONUS DEX MOD. MISC. MOD.

**VITALITY** 18 TOTAL CURRENT **WOUNDS** 16 TOTAL CURRENT

**CRITICAL INJURIES**

**SUBDUAL** \_\_\_\_\_ CURRENT **STRESS** \_\_\_\_\_ CURRENT  
FATIGUED SHAKEN

**CONDITIONS**

SIZE		
SIZE	FOOTPRINT	REACH
Large	2x2	1

GROUND SPEED	OTHER SPEED	TRAVEL SPEED
BASE	BASE	MPH
30 ft.		3

**PROFICIENCIES**

PROFICIENT	FORTE		PROFICIENT	FORTE	
<input type="checkbox"/>	<input type="checkbox"/>	UNARMED	<input type="checkbox"/>	<input type="checkbox"/>	BOWS
<input type="checkbox"/>	<input type="checkbox"/>	BLUNT	<input type="checkbox"/>	<input type="checkbox"/>	BLACK POWDER
<input type="checkbox"/>	<input type="checkbox"/>	EDGED	<input type="checkbox"/>	<input type="checkbox"/>	SIEGE WEAPONS
<input type="checkbox"/>	<input type="checkbox"/>	HURLED			

BASE ATTACKS					SAVING THROWS				
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+2	1	1		FORTITUDE	+1	1	0	
MELEE	+2	1	1		REFLEX	+0	1	1	-2
RANGED	+2	1	1		WILL	+7	3	1	3

**WEAPONS**

**Bullwhip** +2 1d8+1 20 T/1 6  
TYPE ATK DMG THREAT SZ/HAND WGT  
 inflicts stress dmg, reach +2, trip  
RNG SHOTS QUALITIES/UPGRADES

**WEAPON 1**

**Quarterstaff** +2 1d10+1 20 L/2 7  
TYPE ATK DMG THREAT SZ/HAND WGT  
 inflicts subdual dmg  
RNG SHOTS QUALITIES/UPGRADES

**WEAPON 2**

TYPE ATK DMG THREAT SZ/HAND WGT  
RNG SHOTS QUALITIES/UPGRADES

**WEAPON 3**

TYPE ATK DMG THREAT SZ/HAND WGT  
RNG SHOTS QUALITIES/UPGRADES

**WEAPON 4**

TYPE ATK DMG THREAT SZ/HAND WGT  
RNG SHOTS QUALITIES/UPGRADES

**ARMOR**

**Thick Hide** 2  
TYPE DR DP ACP SPEED WGT  
 natural  
DISGUISE RESISTANCES UPGRADES

**COMBAT ACTIONS**

ACTION	BONUS/MOVE	TIME	EFFECT
<b>Attack Actions</b>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+1	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(Helpless adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+1	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+1	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+12	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+6	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+4	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+1	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>
<b>Initiative Actions</b>			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate		half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract		half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds
<b>Movement Actions</b>			
Standard Move	30 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	120 ft.	full	Move 4 x Speed in straight line (3 x Speed in full armor); become <i>flat-footed</i>
Total Defense	30 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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

NAME	NOTES	NAME	NOTES
Thick hide	DR 2 when unarmored	Iron Will	Ignore 1st fatigued/shaken grade 1/scene
Lumbering	flanked when 2 opponents are adjacent		
Achilles' heel	all fire damage suffered is doubled		



### CARRYING CAPACITY

LIGHT LOAD to 140 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 141-420  
 OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 421+  
 LIFT (2 x HEAVY LOAD, 1/4 SPEED) 840  
 PUSH/DRAG (5 x HEAVY LOAD, 1/4 SPEED) 2100



### REPUTATION AND RENOWN

LEGEND \_\_\_\_\_ REPUTATION \_\_\_\_\_ RENOWN \_\_\_\_\_  
 HEROIC RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 MILITARY RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 NOBLE RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_

### GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	Extra carrying	M/-	Soft 2	5	Fresh food (9)	neg Sickened	T/2	Brittle 1	9
Doctor's bag	for Medicine chk	D/2	Soft 1	2					
Carver's kit	for Craft chks	D/2	Hard 1	3					
Body paint (3)	+2 Blend urban	T/2	Soft 1	.25					
Balm (3)	x2 vitality heal	T/2	Soft 1	1					
Bandages (10)	neg Bleeding	T/2	Soft 1	.5					
Leeches (4hr)	x2 subdual heal	F/1	Brittle 1	.5					
Ointment (3)	reroll disease sv	F/1	Brittle 1	.25					
Salve (3)	x2 wound heal	T/2	Soft 1	1					
Tonic (3)	save vs poison	F/1	Brittle 1	.25	Total Enc.				36

### MOUNT

NAME \_\_\_\_\_ SIZE (FOOTPRINT)/REACH \_\_\_\_\_ (\_\_\_\_\_) / \_\_\_\_\_ SPEED \_\_\_\_\_ TRAVEL \_\_\_\_\_  
 ATTRIBUTES \_\_\_\_\_ INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_  
 SKILLS \_\_\_\_\_  
 QUALITIES \_\_\_\_\_  
 ATTACKS \_\_\_\_\_

### VEHICLE

NAME \_\_\_\_\_ SPEED \_\_\_\_\_ TRAVEL \_\_\_\_\_ SIZE/DEF \_\_\_\_\_ OCC/LOAD \_\_\_\_\_ CONST \_\_\_\_\_  
 QUALITIES \_\_\_\_\_

### CONTACT 1

### CONTACT 2

NAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEED \_\_\_\_\_ NAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEED \_\_\_\_\_  
 ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_ ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_  
 INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_ INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_  
 SKILLS \_\_\_\_\_ SKILLS \_\_\_\_\_  
 QUALITIES \_\_\_\_\_ QUALITIES \_\_\_\_\_  
 ATTACKS \_\_\_\_\_ ATTACKS \_\_\_\_\_  
 GEAR \_\_\_\_\_ GEAR \_\_\_\_\_

### HOLDING 1

### HOLDING 2

NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_ NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_  
 UPGRADES \_\_\_\_\_ UPGRADES \_\_\_\_\_  
 \_\_\_\_\_ REP. COST \_\_\_\_\_ \_\_\_\_\_ REP. COST \_\_\_\_\_

### MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



# GEAR AND PRIZES







# JIRO KONATA – HUMAN LANCER

**Age:** 26

**Height:** 5 ft. 7 in.

**Weight:** 145 lbs.

## **Distinguishing Characteristics**

Exotic armor; ready wink; macho swagger

## **Background**

Jiro is the second son of a minor noble family in the exotic east. He grew up an infantry spearman in the vast armies of his lord, trained from a young age to serve without question and lay down his life on command. As he matured he trained as a cavalryman, and now he excels on or off horseback. His skill with spears is the product of years of brutal training and discipline, and few who face him leave under their own power.

It is fortunate, then, that a killer as proficient as Jiro would also be so good-natured. He laughs loud and long, even at bad jokes, and loves to strut theatrically, especially before women. His friendship with the laconic Hro is something of a mystery but the men are loyal friends and strong warriors, and the party greatly prizes their fighting skills.





**ACTION DICE**

**3** STARTING DICE **d4** DIE TYPE



**Jiro Konata**  
CHARACTER NAME  
**Lancer 3**  
FIRST CLASS/LEVEL  
**Fantasy Craft Iconic**  
PLAYER NAME  
**Male**  
GENDER

**Single-Minded**  
SPECIES/TALENT  
\_\_\_\_\_  
SECOND CLASS/LEVEL  
CURRENT XP

**Cavalier**  
SPECIALTY  
\_\_\_\_\_  
THIRD CLASS/LEVEL  
NEXT LEVEL  
EYES HAIR

**PHYSICAL ATTRIBUTES** **MENTAL ATTRIBUTES**

ATTRIBUTE NAME	SCORE	MODIFIER
<b>STR</b> STRENGTH	13	+1
<b>DEX</b> DEXTERITY	14	+2
<b>CON</b> CONSTITUTION	14	+2

IMPAIRED SCORE	IMPAIRED MODIFIER

ATTRIBUTE NAME	SCORE	MODIFIER
<b>INT</b> INTELLIGENCE	10	+0
<b>WIS</b> WISDOM	11	+0
<b>CHA</b> CHARISMA	10	+0

IMPAIRED SCORE	IMPAIRED MODIFIER

**SKILLS** **MAX RANKS**

ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
■	ACROBATICS	DEX	+4	2	2			□	MEDICINE	INT					
□	ATHLETICS	STR	+4	3	1			□	NOTICE	WIS	+2	2	0		
□	BLEND	CHA						□	PRESTIDIGITATION	DEX					
□	BLUFF	CHA						□	RESOLVE	CON	+6	4	2		
□	CRAFTING *	INT						□	RIDE *	DEX	+8	6	2		
□	DISGUISE	CHA						■	SEARCH	INT	+1	1	0		
□	HAGGLE	WIS						□	SENSE MOTIVE	WIS					
□	IMPRESS	CHA	+3	3	0			□	SNEAK	DEX					
□	INTIMIDATE	WIS	+1	1	0			□	SURVIVAL	WIS					
□	INVESTIGATE	WIS						□	TACTICS	INT	+2	2	0		

**FOCUSES** **INTERESTS** **TOTAL STUDIES** **4**

CRAFTING	RIDE	Language: Common	Study: The Realm
	Riding Mounts		Study: Horsemanship
	Water Vehicles		Study: Etiquette
			Study: Weaponry

**SUBPLOTS**

□ COMPLETED	□ COMPLETED	□ COMPLETED
□ COMPLETED	□ COMPLETED	□ COMPLETED

**COIN** **LIFESTYLE** **TOTAL LIFESTYLE** **3**

COIN IN HAND	14s	PANACHE	2	PRUDENCE	1
STAKE		APPEARANCE BONUS	+1	MONEY SAVED/EARNED	20 %
		INCOME	20s		

**NON COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS**

NAME	NOTES	NAME	NOTES
Practiced Ride	If skill + AD = still fail, retain AD	Born in saddle	Flawless Intimidate/Ride (DC 23)
		Companion	Tsuyoi the Warhorse
		Favored gear	Double AD for atk/skill chks with Tsuyoi



**DEFENSE** 12 = 10 + 1 + 2 + \_\_\_\_\_ + \_\_\_\_\_ - 1

TOTAL CLASS BONUS DEX MOD. SIZE MOD. MISC. MOD. ARMOR MOD.

**INITIATIVE** +6 = 4 + 2 + \_\_\_\_\_ + \_\_\_\_\_

TOTAL CLASS BONUS DEX MOD. MISC. MOD.

**VITALITY** 42 TOTAL CURRENT

**WOUNDS** 14 TOTAL CURRENT

**CRITICAL INJURIES**

**SUBDUAL** CURRENT  **FATIGUED**

**STRESS** CURRENT  **SHAKEN**

**CONDITIONS**

**SIZE**

SIZE	FOOTPRINT	REACH
Medium	1x1	1

GROUND SPEED	OTHER SPEED	TRAVEL SPEED
BASE 30 ft.	BASE	MPH 3

**PROFICIENCIES**

PROFICIENT	FORTE	UNARMED	PROFICIENT	FORTE	BOWS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

BASE ATTACKS				SAVING THROWS					
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+4	3	1		FORTITUDE	+4	2	2	
MELEE	+4	3	1		REFLEX	+3	1	2	
RANGED	+5	3	2		WILL	+2	2	0	

**WEAPONS**

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Spear		+5	1d8+3	19	M/2	12.5
15x2	1					
RNG	SHOTS					
cavalry, reach +1						
QUALITIES/UPGRADES						
Katana		+5	1d10+3	19	S/1	6
AP 4, cavalry						
QUALITIES/UPGRADES						
Wakizashi		+5	1d8+3	20	T/1	4
AP 2						
QUALITIES/UPGRADES						
Short Bow		+5	1d6	19	S/2	7
20x6	30					
RNG	SHOTS					
cavalry						
QUALITIES/UPGRADES						

**ARMOR**

ARMOR	DR	DP	ACP	SPEED	WGT
Hard Leather	6	-1	-1	-5	44
-10	Fire 5			heavy fittings	
DISGUISE	RESISTANCES			UPGRADES	

**COMBAT ACTIONS**

ACTION	BONUS/MOVE	TIME	EFFECT
<b>Attack Actions</b>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+4	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	( <i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+2	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+4	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+0	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+1	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+6	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+4	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>
<b>Initiative Actions</b>			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate		half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod. (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract		half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds
<b>Movement Actions</b>			
Standard Move	30 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	120 ft.	full	Move 4 x Speed in straight line (3 x Speed in full armor); become <i>flat-footed</i>
Total Defense	30 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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

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

### CARRYING CAPACITY

LIGHT LOAD to 80 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 81-240  
 OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 241+  
 LIFT (2 x HEAVY LOAD, 1/4 SPEED) 480  
 PUSH/DRAG (5 x HEAVY LOAD, 1/4 SPEED) 1200



### REPUTATION AND RENOWN

LEGEND \_\_\_\_\_ REPUTATION \_\_\_\_\_ RENOWN \_\_\_\_\_  
 HEROIC RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 MILITARY RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 NOBLE RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_

### GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
Saddlebags	Extra carrying	M/-	Soft 2	10	Pouch	holds 50 coins	D/-	Soft 1	-
Bedroll	Cold Resist 4	S/-	Soft 1	5	Magnet	holds 2 lbs	T/1	Hard 3	1
Waterskin	2 quarts	T/1	Soft 1	6	Whistle	hear 1m/500 ft.	D/1	Hard 1	.5
Firesteel	fire in 1 round	D/2	Hard 1	.5	Rice balls (3)	= comfort food	T/2	Soft 1	5
Groom case	+1 App bonus	D/1	Brittle 1	2					
Hood lantern	dim light 50-ft. r	T/1	Brittle 1	2					
2 pints oil	2d6 fire dmg	T/1	Brittle 1	2					
100' silk rope	750 lb capacity	S/2	Soft 2	10					
Umbrella	Heat resist 4	S/1	Soft 2	5	Total Enc				80
Rations (7)	feed for 1 day	T/2	Hard 1	5	Horse Enc	(left column)			47.5

### MOUNT

NAME Tsuyoi SIZE (FOOTPRINT)/REACH L (1x2) / 1 SPEED 50 ft. ground TRAVEL 5  
 ATTRIBUTES S14, D12, C12, I4, W10, Ch6 INIT +1 ATK +1 DEF 11 RES +2 HEALTH 15/18 COMP -  
 SKILLS Athletics +8, Notice +4  
 QUALITIES Fearless (+4 Morale), improved stability (SZ H for carrying, resist Bull Rush/Trip), Tough (ignore crit 1/scene)  
 ATTACKS Kick III (dmg 2d8+2, threat 19), Trample I (dmg 1d10+2, threat 20, M and smaller targets only)

### VEHICLE

NAME \_\_\_\_\_ SPEED \_\_\_\_\_ TRAVEL \_\_\_\_\_ SIZE/DEF \_\_\_\_\_ OCC/LOAD \_\_\_\_\_ CONST \_\_\_\_\_  
 QUALITIES \_\_\_\_\_

### CONTACT 1

### CONTACT 2

NAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEED \_\_\_\_\_ NAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEED \_\_\_\_\_  
 ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_ ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_  
 INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_ INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_  
 SKILLS \_\_\_\_\_ SKILLS \_\_\_\_\_  
 QUALITIES \_\_\_\_\_ QUALITIES \_\_\_\_\_  
 ATTACKS \_\_\_\_\_ ATTACKS \_\_\_\_\_  
 GEAR \_\_\_\_\_ GEAR \_\_\_\_\_

### HOLDING 1

### HOLDING 2

NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_ NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_  
 UPGRADES \_\_\_\_\_ UPGRADES \_\_\_\_\_  
 \_\_\_\_\_ REP COST \_\_\_\_\_ \_\_\_\_\_ REP COST \_\_\_\_\_

### MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



# GEAR AND PRIZES



# 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.



**ACTION DICE**

1 STARTING DICE      d4 DIE TYPE



CHARACTER NAME <b>Ailaya</b>	SPECIES/TALENT <b>Elf</b>	SPECIALITY <b>Fencer</b>
FIRST CLASS/LEVEL <b>Mage 3</b>	SECOND CLASS/LEVEL	THIRD CLASS/LEVEL
PLAYER NAME <b>Fantasy Craft Iconic</b>	CURRENT XP	NEXT LEVEL
GENDER <b>Female</b>	AGE	HEIGHT
	WEIGHT	EYES
		HAIR

PHYSICAL ATTRIBUTES				MENTAL ATTRIBUTES					
ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER
<b>STR</b> STRENGTH	12	+1			<b>INT</b> INTELLIGENCE	17	+3		
<b>DEX</b> DEXTERITY	12	+1			<b>WIS</b> WISDOM	16	+3		
<b>CON</b> CONSTITUTION	11	+0			<b>CHA</b> CHARISMA	12	+1		

SKILLS															MAX RANKS
ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	DEX						<input type="checkbox"/>	MEDICINE	INT					
<input checked="" type="checkbox"/>	ATHLETICS	STR	+4	3	1			<input type="checkbox"/>	NOTICE	WIS	+9	6	3		
<input type="checkbox"/>	BLEND	CHA	+6	5	1			<input type="checkbox"/>	PRESTIDIGITATION	DEX	+7	6	1		
<input type="checkbox"/>	BLUFF	CHA						<input type="checkbox"/>	RESOLVE	CON	+6	6	0		
<input type="checkbox"/>	CRAFTING *	INT						<input type="checkbox"/>	RIDE *	DEX	+6	5	1		
<input type="checkbox"/>	DISGUISE	CHA						<input type="checkbox"/>	SEARCH	INT	+9	6	3		
<input type="checkbox"/>	HAGGLE	WIS						<input type="checkbox"/>	SENSE MOTIVE	WIS	+8	5	3		
<input type="checkbox"/>	IMPRESS	CHA	+6	5	1			<input checked="" type="checkbox"/>	SNEAK	DEX	+4	3	1		
<input type="checkbox"/>	INTIMIDATE	WIS	+8	5	3			<input type="checkbox"/>	SURVIVAL	WIS					
<input type="checkbox"/>	INVESTIGATE	WIS	+8	5	3			<input type="checkbox"/>	TACTICS	INT					

FOCUSES				INTERESTS				TOTAL STUDIES
<b>CRAFTING</b>		<b>RIDE</b>		Language: Elf		Study: Elf Lands		3
		Riding Mounts		Language: Common		Study: Games		
		Air Mounts				Study: Fighting Styles		

SUBPLOTS			
<input type="checkbox"/> COMPLETED		<input type="checkbox"/> COMPLETED	<input type="checkbox"/> COMPLETED
<input type="checkbox"/> COMPLETED		<input type="checkbox"/> COMPLETED	<input type="checkbox"/> COMPLETED

COIN		LIFESTYLE		TOTAL LIFESTYLE	
COIN IN HAND	38s	PANACHE	3	PRUDENCE	0
STAKE		APPEARANCE BONUS	+2	MONEY SAVED/EARNED	15 %
		INCOME	30s		

NON COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS			
NAME	NOTES	NAME	NOTES
Elf sight	vision range increment = 1280 ft.	Sharp hearing	hearing range increment = 160 ft.
	also ignore 2nd and 4th ranges with Aim		unless Deaf, always act in surprise round
Light sleeper	sleeping is never a terminal situation		

**DEFENSE** 15 = 10 + 1 + 1 + 3 - ARMOR MOD.

TOTAL CLASS BONUS DEX MOD. SIZE MOD. MISC. MOD.

**INITIATIVE** +8 = 2 + 1 + 5

TOTAL CLASS BONUS DEX MOD. MISC. MOD.

**VITALITY** 18 TOTAL CURRENT

**WOUNDS** 11 TOTAL CURRENT

**CRITICAL INJURIES**

**SUBDUAL** CURRENT FATIGUED

**STRESS** CURRENT SHAKEN

**CONDITIONS**

**SIZE**

SIZE	FOOTPRINT	REACH
Medium	1x1	1

GROUND SPEED	OTHER SPEED	TRAVEL SPEED
BASE 50 ft.	BASE	MPH 5

**PROFICIENCIES**

PROFICIENT	FORTE	UNARMED	PROFICIENT	FORTE	BOWS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

BASE ATTACKS				SAVING THROWS					
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+2	1	1		FORTITUDE	+1	1	0	
MELEE	+2	1	1		REFLEX	+2	1	1	
RANGED	+2	1	1		WILL	+6	3	3	

**WEAPONS**

WEAPON 1	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
No-dachi	+3	1d12+1	19	M/2	15	
AP 4, cavalry, guard +3*, +2 Impress						
RNG SHOTS QUALITIES/UPGRADES						

**WEAPON 2**

TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Throwing Knife	+2	1d4+1	19	D/1	1
15x3 10 poisonous					
RNG SHOTS QUALITIES/UPGRADES					

**WEAPON 3**

TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
RNG SHOTS QUALITIES/UPGRADES					

**WEAPON 4**

TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
RNG SHOTS QUALITIES/UPGRADES					

**ARMOR**

TYPE	DR	DP	ACP	SPEED	WGT
DISGUISE RESISTANCES UPGRADES					

**COMBAT ACTIONS**

ACTION	BONUS/MOVE	TIME	EFFECT
<b>Attack Actions</b>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+4	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(Helpless adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+7	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+4	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+8	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+8	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+6	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+1	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>
<b>Initiative Actions</b>			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate		half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod. (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract		half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds
<b>Movement Actions</b>			
Standard Move	50 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	200 ft.	full	Move 4 x Speed in straight line (3 x Speed in full armor); become <i>flat-footed</i>
Total Defense	50 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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

NAME	NOTES	NAME	NOTES
Decisive	+5 Init (already factored above)	Fencing Basics	Feat (p88)
Fast	Spd +10 ft. (already factored above)	Grtswrd Basics	Feat (p89) * = already factored above
Burden of ages	healing = only half effect	Parry	Trick (p222)







<b>CASTING LEVEL</b>	3	<b>SPELL POINTS</b>	6	<b>SPELLCASTING BONUS</b>	11	=	6	+	3	+	2
	<small>TOTAL</small>				<small>TOTAL</small>		<small>RANKS</small>		<small>INT MOD.</small>		<small>MISC. MOD.</small>
<b>SPELLS KNOWN</b>	20	=	4	+	16	+	<small>WISDOM SCORE</small>	+	<small>MISC. MOD.</small>		
	<small>TOTAL</small>		<small>RANKS</small>		<small>WISDOM SCORE</small>				<small>MISC. MOD.</small>		
<b>SAVE DC</b>	11	=	10	+	1	+	<small>CHA MOD.</small>	+	<small>FEATS</small>		
	<small>TOTAL</small>				<small>CHA MOD.</small>				<small>FEATS</small>		

### SPELL LIST

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

### SPELLCASTING ABILITIES: CLASS ABILITIES, FEATS, PATHS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES
Adept	+4 0-lvl spells (already above)	Casting	Basics (Spellcasting threat 19)
Subtle	Cast 0-lvl spells		
Arcane Might	+2 Spellcasting with ** Spells (3)		
Circle of Power	Cast 1st-level spells		



# GITAMONAZUMAMON (AKA GIT)

## — GOBLIN PRIEST

**Age:** 19

**Height:** 3 ft. 9 in.

**Weight:** 82 lbs.

### **Distinguishing Characteristics**

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

### **Background**

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

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



**ACTION DICE** 3 (6) d4  
STARTING DICE DIE TYPE



<b>Git</b>	<b>Goblin</b>	<b>Cleric</b>
CHARACTER NAME	SPECIES/TALENT	SPECIALITY
<b>Priest 3</b>		
FIRST CLASS/LEVEL	SECOND CLASS/LEVEL	THIRD CLASS/LEVEL
<b>Fantasy Craft Iconic</b>		
PLAYER NAME	CURRENT XP	NEXT LEVEL
<b>Male</b>		
GENDER	AGE	HEIGHT
		WEIGHT
		EYES
		HAIR

PHYSICAL ATTRIBUTES				MENTAL ATTRIBUTES			
ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER
<b>STR</b> STRENGTH	13	+1			<b>INT</b> INTELLIGENCE	12	+1
<b>DEX</b> DEXTERITY	10	+0			<b>WIS</b> WISDOM	12	+1
<b>CON</b> CONSTITUTION	13	+1			<b>CHA</b> CHARISMA	12	+1

SKILLS														MAX RANKS	
ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
■	ACROBATICS	DEX	+3	3	0			□	MEDICINE	INT	+4	3	1		
□	ATHLETICS	STR	+4	3	1			□	NOTICE	WIS	+4	3	1		
□	BLEND	CHA						□	PRESTIDIGITATION	DEX					
□	BLUFF	CHA						□	RESOLVE	CON	+4	3	1		
■	CRAFTING*	INT	+4	3	1			□	RIDE*	DEX	+3	3	0		
□	DISGUISE	CHA						□	SEARCH	INT					
□	HAGGLE	WIS						□	SENSE MOTIVE	WIS	+7	6	1		
□	IMPRESS	CHA	+4	3	1			□	SNEAK	DEX	+6	6	0		
□	INTIMIDATE	WIS	+7	6	1			□	SURVIVAL	WIS	+4	3	1		
□	INVESTIGATE	WIS						□	TACTICS	INT					

FOCUSES				INTERESTS				TOTAL STUDIES
<b>CRAFTING</b>		<b>RIDE</b>		Language: Goblin		Study: Goblin Lands		2
Scarification		Riding Mounts		Language: Common		Study: legends/folklore		
				Alignment: Rakh-Salah				

SUBPLOTS					
□ COMPLETED		□ COMPLETED		□ COMPLETED	
□ COMPLETED		□ COMPLETED		□ COMPLETED	

COIN		LIFESTYLE		TOTAL LIFESTYLE	
COIN IN HAND	66s	PANACHE	2	PRUDENCE	1
STAKE		APPEARANCE BONUS	+1	MONEY SAVED/EARNED	20 %
		INCOME	20s		

NON COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS			
NAME	NOTES	NAME	NOTES
Light-sensitive	Enter brighter area = suffer 20 flash	Devout	1 AD to re-roll non-error class skill check
Low-light vision	Ignore effects of dim and faint light	Sign & portent	3/adventure, Free hint or AD from GM
Charming	1/session, 1 non-foe NPC's disp +5		
Field medicine	You always "have" a doctor's bag	Luck's smile	Your AD explode on 3 or 4
Paired skills	Resolve/Medicine	Black cat	Raise target's error ranges (p94)
		Fortunate	gain 3 bonus AD at start of each session

**DEFENSE** 14 = 10 + 3 + 0 + 1 -

TOTAL CLASS BONUS DEX MOD. SIZE MOD. MISC. MOD. ARMOR MOD.

**INITIATIVE** +1 = 1 + 0 +

TOTAL CLASS BONUS DEX MOD. MISC. MOD.

**VITALITY** 33 TOTAL CURRENT

**WOUNDS** 9 TOTAL CURRENT

**CRITICAL INJURIES**

**SUBDUAL** CURRENT FATIGUED

**STRESS** CURRENT SHAKEN

**CONDITIONS**

**SIZE**

SIZE	FOOTPRINT	REACH
Small	1x1	1

**GROUND SPEED OTHER SPEED TRAVEL SPEED**

BASE	BASE	MPH
20 ft.		2

**PROFICIENCIES**

PROFICIENT	FORTE	UNARMED	PROFICIENT	FORTE	BOWS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**BASE ATTACKS**

ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+3	2	1		FORTITUDE	+3	2	1	
MELEE	+3	2	1		REFLEX	+1	1	0	
RANGED	+2	2	0		WILL	+3	2	1	

**WEAPONS**

WEAPON 1

TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Main-Gauche	+4	1d4+1	20	D/1	1.5
bleed, guard +1, hook, poisonous					
RNG	SHOTS	QUALITIES/UPGRADES			

WEAPON 2

TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Main-Gauche	+4	1d4+1	20	D/1	1.5
bleed, guard +1, hook, poisonous					
RNG	SHOTS	QUALITIES/UPGRADES			

WEAPON 3

TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Hand Crossbow	+3	1d6	20	T/1	8
load 3					
RNG	SHOTS	QUALITIES/UPGRADES			

WEAPON 4

TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
10x6	30				
load 3					
RNG	SHOTS	QUALITIES/UPGRADES			

**ARMOR**

TYPE	DR	DP	ACP	SPEED	WGT
DISGUISE		RESISTANCES		UPGRADES	

**COMBAT ACTIONS**

ACTION	BONUS/MOVE	TIME	EFFECT
<b>Attack Actions</b>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+4	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(Helpless adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+0	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+4	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+7	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+7	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+4	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+3	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

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

<b>Movement Actions</b>			
Standard Move	20 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	80 ft.	full	Move 4 x Speed in straight line (3 x Speed in full armor); become <i>flat-footed</i>
Total Defense	20 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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

NAME	NOTES	NAME	NOTES
Devout	1 AD to reroll non-err main-gauche miss	Ambush Basics	Feat (p95)
Turning	Turn Undead 1/combat (p233)		







# RAELIA CLOUDSPLITTER – GIANT SAGE

**Age:** 93

**Height:** 14 ft. 6 in.

**Weight:** 954 lbs.

## Distinguishing Characteristics

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

## Background

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

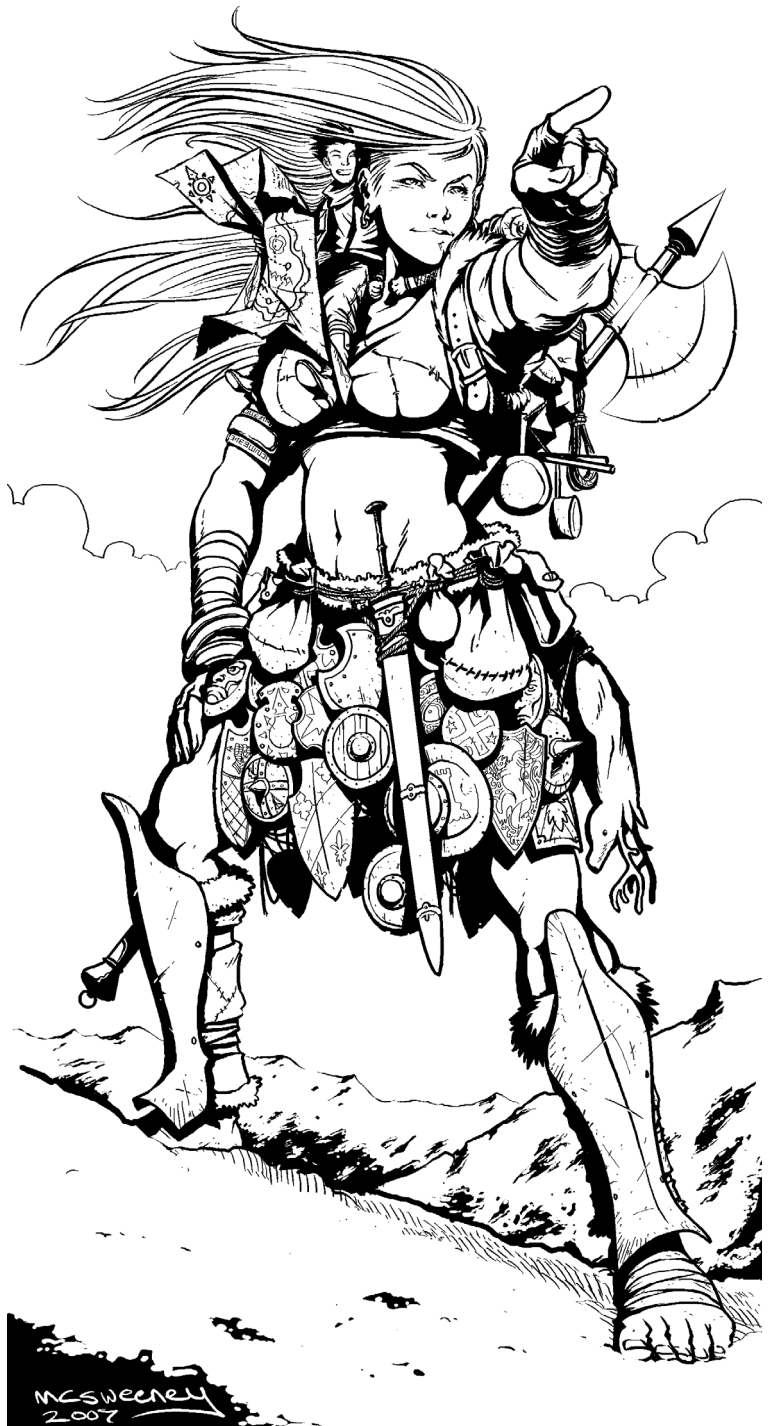
Raelia has found many lands of endless curiosities amongst the small folk of the south, and her closest friend is a wily Pech named Hamlin Hightower, who has been her travel partner and academic associate for fifteen years now. While their quick wits (and her great size) have helped them weather many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

## PERSONAL LIEUTENANT – HAMLIN HIGHTOWER

**Hamlin Hightower (Small Folk Walker – 55 XP):** Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 10; SZ S (1x1, Reach 1); Spd 30 ft. ground; Init +4; Atk +4 (melee and unarmed), +5 (hurled and ranged); Def 17; Res +4 (Reflex), +3 (Fortitude), +3 (Will); Health (Damage save) +2; Comp +6; Qualities: *Attractive I, beguiling, class ability (Sage: Assistance I, Best of the Best), feat (Fortune Favors the Bold)*

**Attacks/Weapons:** Bola x 3 (dmg 1d4+2 subdual; threat 19–20; range: 20 ft. x 3; qualities: *Cavalry, finesse, trip*), dagger (dmg 1d4+2 lethal; threat 19–20; qualities: *Bleed, finesse, hurl*)

**Gear:** Partial leather armor (DR 1, Resist Fire 3; DP –0; ACP –0; Spd —; Disguise –0), purse, tinderbox, cigars





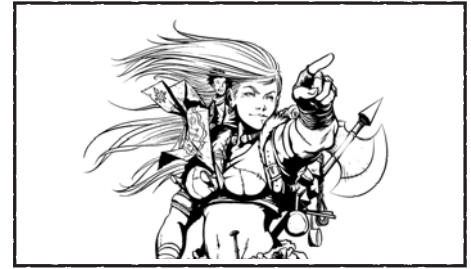
**ACTION DICE**

3

STARTING DICE

d4

DIE TYPE



**Raelia Cloudsplitter**  
 CHARACTER NAME  
**Sage 3**  
 FIRST CLASS/LEVEL  
**Fantasy Craft Iconic**  
 PLAYER NAME  
**Female**  
 GENDER

**Giant**  
 SPECIES/TALENT  
 \_\_\_\_\_  
 SECOND CLASS/LEVEL  
 \_\_\_\_\_  
 CURRENT XP  
 \_\_\_\_\_

**Bard**  
 SPECIALITY  
 \_\_\_\_\_  
 THIRD CLASS/LEVEL  
 \_\_\_\_\_  
 NEXT LEVEL  
 \_\_\_\_\_  
 EYES \_\_\_\_\_ HAIR \_\_\_\_\_

**PHYSICAL ATTRIBUTES**

ATTRIBUTE NAME	SCORE	MODIFIER
<b>STR</b> STRENGTH	12	+1
<b>DEX</b> DEXTERITY	11	+0
<b>CON</b> CONSTITUTION	12	+1

IMPAIRED SCORE	IMPAIRED MODIFIER
_____	_____
_____	_____
_____	_____

**MENTAL ATTRIBUTES**

ATTRIBUTE NAME	SCORE	MODIFIER
<b>INT</b> INTELLIGENCE	14	+2
<b>WIS</b> WISDOM	13	+1
<b>CHA</b> CHARISMA	10	+0

IMPAIRED SCORE	IMPAIRED MODIFIER
_____	_____
_____	_____
_____	_____

**SKILLS**

ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	DEX	_____	_____	+	_____	_____	<input type="checkbox"/>	MEDICINE	INT	+4	2	+	2	_____
<input checked="" type="checkbox"/>	ATHLETICS	STR	+7	6	+	1	_____	<input type="checkbox"/>	NOTICE	WIS	+7	6	+	1	_____
<input type="checkbox"/>	BLEND	CHA	+2	2	+	0	_____	<input type="checkbox"/>	PRESTIDIGITATION	DEX	+2	2	+	0	_____
<input type="checkbox"/>	BLUFF	CHA	+2	2	+	0	_____	<input type="checkbox"/>	RESOLVE	CON	+3	2	+	1	_____
<input type="checkbox"/>	CRAFTING*	INT	+3	1	+	2	_____	<input type="checkbox"/>	RIDE*	DEX	_____	_____	+	_____	_____
<input type="checkbox"/>	DISGUISE	CHA	+1	1	+	0	_____	<input type="checkbox"/>	SEARCH	INT	+8	6	+	2	_____
<input type="checkbox"/>	HAGGLE	WIS	+6	5	+	1	_____	<input type="checkbox"/>	SENSE MOTIVE	WIS	+7	6	+	1	_____
<input checked="" type="checkbox"/>	IMPRESS	CHA	+6	6	+	0	_____	<input type="checkbox"/>	SNEAK	DEX	+5	5	+	0	_____
<input type="checkbox"/>	INTIMIDATE	WIS	_____	_____	+	_____	_____	<input type="checkbox"/>	SURVIVAL	WIS	_____	_____	+	_____	_____
<input type="checkbox"/>	INVESTIGATE	WIS	+7	6	+	1	_____	<input type="checkbox"/>	TACTICS	INT	+4	2	+	2	_____

**FOCUSES**

**CRAFTING**

Tailoring

**RIDE**

**INTERESTS**

Language: Giant

Language: Common

Study: Giant Lands

Study: The Realm

Study: History

**SUBPLOTS**

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COMPLETED

**COIN**

**LIFESTYLE**

COIN IN HAND **22s**  
 STAKE \_\_\_\_\_

PANACHE **2**  
 APPEARANCE BONUS **+1**  
 INCOME **20s**  
 PRUDENCE **0**  
 MONEY SAVED/EARNED **15** %

**NON COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS**

NAME	NOTES	NAME	NOTES
Personal Lt.	Hamlin Hightower, Pech Sage	Truly Massive	Size Huge
Beguiling	Fixate target with successful Taunt (p22)	Well-rounded	5 free ranks in Sneak
Encourage	Speak to Teammate = +1 save bonus	Wise council	Share AD with teammates (p47)
Free hint	1/session, free hint or 1 AD from GM	Assistance I	Reduce time for skill check (p47)
Practiced	Impress (if spent AD = fail, retain AD)	Best of the best	Share skill bonuses w/teammate (p47)

**DEFENSE**  $7 = 10 + \frac{1}{\text{CLASS BONUS}} + \frac{0}{\text{DEX MOD.}} + \frac{-2}{\text{SIZE MOD.}} + \frac{2}{\text{ARMOR MOD.}}$

**INITIATIVE**  $+2 = \frac{2}{\text{CLASS BONUS}} + \frac{0}{\text{DEX MOD.}} + \frac{\text{MISC. MOD.}}{\text{MISC. MOD.}}$

**VITALITY**  $30$  TOTAL CURRENT **WOUNDS**  $18$  TOTAL CURRENT

**CRITICAL INJURIES**

**SUBDUAL** CURRENT  **FATIGUED** **STRESS** CURRENT  **SHAKEN**

**CONDITIONS**

**SIZE**

SIZE	FOOTPRINT	REACH
Huge	3x3	2

**GROUND SPEED** **OTHER SPEED** **TRAVEL SPEED**

BASE	BASE	MPH
50 ft.		5

**PROFICIENCIES**

PROFICIENT	FORTE		PROFICIENT	FORTE	
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	UNARMED	<input type="checkbox"/>	<input type="checkbox"/>	BOWS
<input checked="" type="checkbox"/>	<input type="checkbox"/>	BLUNT	<input type="checkbox"/>	<input type="checkbox"/>	BLACK POWDER
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	EDGED	<input type="checkbox"/>	<input type="checkbox"/>	SIEGE WEAPONS
<input checked="" type="checkbox"/>	<input type="checkbox"/>	HURLED			

**BASE ATTACKS** **SAVING THROWS**

ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+3	2	1		FORTITUDE	+3	2	1	
MELEE	+3	2	1		REFLEX	+2	2	0	
RANGED	+2	2	0		WILL	+3	2	1	

**WEAPONS**

**Halberd**  $+4$   $1d12+1$   $19$   $L/2$   $30$

TYPE ATK DMG THREAT SZ/HAND WGT

AP 4, reach +1, threat 17 vs. SZ M-

RNG SHOTS QUALITIES/UPGRADES

**WEAPON 1**

**Long Sword**  $+4$   $2d6+1$   $20$   $M/1$   $12$

TYPE ATK DMG THREAT SZ/HAND WGT

threat 18 v. SZ up to S

RNG SHOTS QUALITIES/UPGRADES

**WEAPON 3**

TYPE ATK DMG THREAT SZ/HAND WGT

RNG SHOTS QUALITIES/UPGRADES

**WEAPON 4**

**Trample I**  $+4$   $1d12+1$   $20$

TYPE ATK DMG THREAT SZ/HAND WGT

p223 for details on Trampling

RNG SHOTS QUALITIES/UPGRADES

**ARMOR**

**Scalemail**  $3$   $-2$   $-1$   $-5$   $396$

TYPE DR DP ACP SPEED WGT

-8 Edged 4 Giant

DISGUISE RESISTANCES UPGRADES

**COMBAT ACTIONS**

ACTION	BONUS/MOVE	TIME	EFFECT
<b>Attack Actions</b>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+7	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(Helpless adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+2	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+7	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+7	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+1	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+3	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+0	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>
<b>Initiative Actions</b>			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate		half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract		half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds
<b>Movement Actions</b>			
Standard Move	50 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	200 ft.	full	Move 4 x Speed in straight line (3 x Speed in full armor); become <i>flat-footed</i>
Total Defense	50 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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

NAME	NOTES	NAME	NOTES
Imp. Stability	Size G for carrying, Trampling, and resist Bull Rush/Trip when standing firmly on the ground	Sterner Stuff	Keen damage reduced by 4



### CARRYING CAPACITY

LIGHT LOAD to 630 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 631-1890  
 OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 1891+  
 LIFT (2 x HEAVY LOAD, 1/4 SPEED) 3780  
 PUSH/DRAG (5 x HEAVY LOAD, 1/4 SPEED) 9450



### REPUTATION AND RENOWN

LEGEND \_\_\_\_\_ REPUTATION \_\_\_\_\_ RENOWN \_\_\_\_\_  
 HEROIC RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 MILITARY RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 NOBLE RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_

### GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	Extra carrying	L/-	Soft 2	5	Map, detailed	(p158)	T/2	Brittle 1	.5
Bedroll	Cold Resist 4	L/-	Soft 1	5	Mirror		D/1	Hard 1	1
Waterskin	2 quarts	T/1	Soft 1	6	Hearty food (6)	(p165)	T/2	Soft 1	10
100' hmp rope	1000 lb capacity	S/2	Soft 2	20					
Large sack	25 lb max	S/1	Soft 1	1					
Doctor's bag	for Medicine chk	D/2	Soft 1	2					
Cook's kit	for Craft chks	T/2	Hard 2	10					
Sextant	+2 know for nav	F/1	Brittle 1	1					
Groom case	+1 App bonus	D/1	Brittle 1	2					
<b>Total Enc</b>									<b>501.5</b>

### MOUNT

NAME \_\_\_\_\_ SIZE (FOOTPRINT)/REACH \_\_\_\_\_ (\_\_\_\_\_) / \_\_\_\_\_ SPEED \_\_\_\_\_ TRAVEL \_\_\_\_\_  
 ATTRIBUTES \_\_\_\_\_ INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_  
 SKILLS \_\_\_\_\_  
 QUALITIES \_\_\_\_\_  
 ATTACKS \_\_\_\_\_

### VEHICLE

NAME \_\_\_\_\_ SPEED \_\_\_\_\_ TRAVEL \_\_\_\_\_ SIZE/DEF \_\_\_\_\_ OCC/LOAD \_\_\_\_\_ CONST \_\_\_\_\_  
 QUALITIES \_\_\_\_\_

### CONTACT 1

### CONTACT 2

NAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEED \_\_\_\_\_ NAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEED \_\_\_\_\_  
 ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_ ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_  
 INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_ INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_  
 SKILLS \_\_\_\_\_ SKILLS \_\_\_\_\_  
 QUALITIES \_\_\_\_\_ QUALITIES \_\_\_\_\_  
 ATTACKS \_\_\_\_\_ ATTACKS \_\_\_\_\_  
 GEAR \_\_\_\_\_ GEAR \_\_\_\_\_

### HOLDING 1

### HOLDING 2

NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_ NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_  
 UPGRADES \_\_\_\_\_ UPGRADES \_\_\_\_\_  
 \_\_\_\_\_ REP. COST \_\_\_\_\_ \_\_\_\_\_ REP. COST \_\_\_\_\_

### MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



# GEAR AND PRIZES



# HAMLIN HIGHTOWER — PECH SAGE

**Age:** 43

**Height:** 3 ft. 6 in.

**Weight:** 54 lbs.

## Distinguishing Characteristics

Optimistic, pleasant demeanor; rugged but attractive features

## Background

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

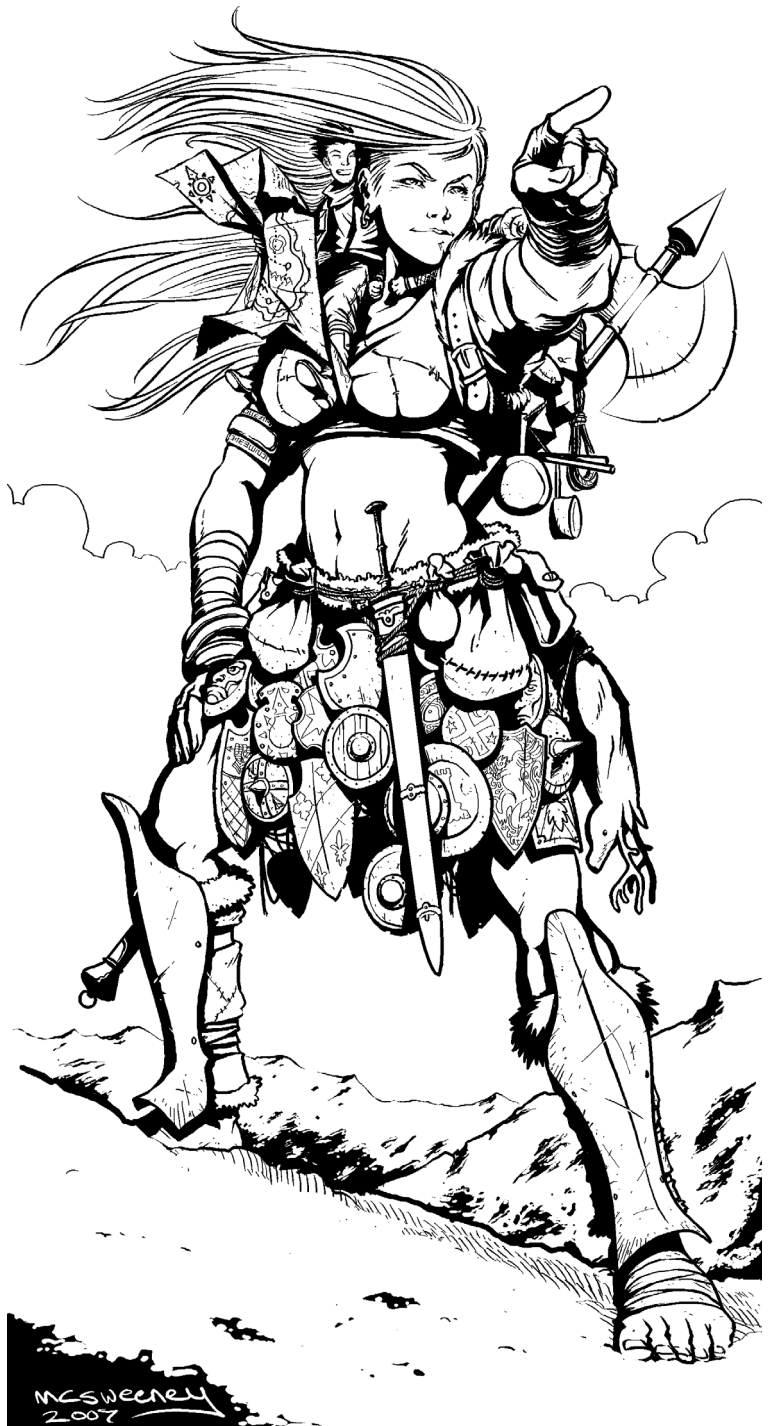
He's found many lands and endless curiosities amongst the far and wide, including his closest friend, a feisty giantess named Raelia Cloudsplitter, who has been his travel partner and academic associate for fifteen years. While their quick wits (and her great size) have helped them weather many perils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

## PERSONAL LIEUTENANT — RAELIA CLOUDSPLITTER

**Raelia Cloudsplitter (Huge Folk Walker — 55 XP):** Str 12, Dex 10, Con 12, Int 14, Wis 12, Cha 10; SZ H (3×3, Reach 2); Spd 50 ft. ground; Init +2; Atk +4 (melee and unarmed), +3 (hurled and ranged); Def 12; Res +2 (Reflex), +3 (Fortitude), +3 (Will); Health (Damage save) +9; Comp +6; Qualities: *Attractive I, beguiling, class ability (Sage: Assistance I, Best of the Best), improved stability, natural attack (Trample I)*

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

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





**Hamlin Hightower**  
 CHARACTER NAME  
**Sage 3**  
 FIRST CLASS/LEVEL  
**Fantasy Craft Iconic**  
 PLAYER NAME  
**Male**  
 GENDER

**Pech**  
 SPECIES/TALENT  
 \_\_\_\_\_  
 SECOND CLASS/LEVEL  
 \_\_\_\_\_  
 CURRENT XP  
 \_\_\_\_\_

**Bard**  
 SPECIALITY  
 \_\_\_\_\_  
 THIRD CLASS/LEVEL  
 \_\_\_\_\_  
 NEXT LEVEL  
 \_\_\_\_\_  
 EYES      HAIR

PHYSICAL ATTRIBUTES				MENTAL ATTRIBUTES					
ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER
<b>STR</b> STRENGTH	12	+1	_____	_____	<b>INT</b> INTELLIGENCE	14	+2	_____	_____
<b>DEX</b> DEXTERITY	14	+2	_____	_____	<b>WIS</b> WISDOM	13	+1	_____	_____
<b>CON</b> CONSTITUTION	12	+1	_____	_____	<b>CHA</b> CHARISMA	10	+0	_____	_____

SKILLS														MAX RANKS	
ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	DEX	_____	_____	_____	_____	_____	<input type="checkbox"/>	MEDICINE	INT	+4	2	2	_____	_____
<input checked="" type="checkbox"/>	ATHLETICS	STR	+7	6	1	_____	_____	<input type="checkbox"/>	NOTICE	WIS	+7	6	1	_____	_____
<input type="checkbox"/>	BLEND	CHA	+2	2	0	_____	_____	<input type="checkbox"/>	PRESTIDIGITATION	DEX	+4	2	2	_____	_____
<input type="checkbox"/>	BLUFF	CHA	+2	2	0	_____	_____	<input type="checkbox"/>	RESOLVE	CON	+2	1	1	_____	_____
<input type="checkbox"/>	CRAFTING*	INT	+3	1	2	_____	_____	<input type="checkbox"/>	RIDE*	DEX	+3	1	2	_____	_____
<input type="checkbox"/>	DISGUISE	CHA	+1	1	0	_____	_____	<input type="checkbox"/>	SEARCH	INT	+8	6	2	_____	_____
<input type="checkbox"/>	HAGGLE	WIS	+6	5	1	_____	_____	<input type="checkbox"/>	SENSE MOTIVE	WIS	+7	6	1	_____	_____
<input checked="" type="checkbox"/>	IMPRESS	CHA	+6	6	0	_____	_____	<input type="checkbox"/>	SNEAK	DEX	+7	5	2	_____	_____
<input type="checkbox"/>	INTIMIDATE	WIS	_____	_____	_____	_____	_____	<input type="checkbox"/>	SURVIVAL	WIS	_____	_____	_____	_____	_____
<input type="checkbox"/>	INVESTIGATE	WIS	+7	6	1	_____	_____	<input type="checkbox"/>	TACTICS	INT	+4	2	2	_____	_____

FOCUSES				INTERESTS				TOTAL STUDIES
<b>CRAFTING</b>		<b>RIDE</b>		Language: Pech		Study: Pech Lands		3
Cartography		Land Vehicles		Language: Common		Study: The Realm		
_____		_____		_____		Study: Cartography		
_____		_____		_____		_____		

SUBPLOTS			
<input type="checkbox"/> COMPLETED	_____	<input type="checkbox"/> COMPLETED	_____
<input type="checkbox"/> COMPLETED	_____	<input type="checkbox"/> COMPLETED	_____

COIN		LIFESTYLE		TOTAL LIFESTYLE	
COIN IN HAND	22s	PANACHE	2	PRUDENCE	0
STAKE	_____	APPEARANCE BONUS	+1	MONEY SAVED/EARNED	15 %
		INCOME	20s		

NON COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS			
NAME	NOTES	NAME	NOTES
Personal Lt.	Raelia Cloudsplitter, Giant Sage	Hearty appetite	May benefit from 2 food and 2 drink /day
Beguiling	Fixate target with successful Taunt (p22)	Fortune favors	+2 on every AD rolled
Encourage	Speak to teammate = +1 save bonus	Well-rounded	5 free ranks in Sneak
Free hint	1/session, free hint or 1 AD from GM	Wise council	Share AD with teammates (p47)
Practiced	Impress (if spent AD = fail, retain AD)	Assistance I	Reduce time for skill check (p47)
		Best of the best	Share skill bonuses w/teammate (p47)

**DEFENSE** 14 = 10 + 1 + 2 + 1 + \_\_\_\_\_ - \_\_\_\_\_

TOTAL CLASS BONUS DEX MOD. SIZE MOD. MISC. MOD. ARMOR MOD.

**INITIATIVE** +4 = 2 + 2 + \_\_\_\_\_

TOTAL CLASS BONUS DEX MOD. MISC. MOD.

**VITALITY** 30 \_\_\_\_\_ **WOUNDS** 8 \_\_\_\_\_

TOTAL CURRENT TOTAL CURRENT

**CRITICAL INJURIES**

**SUBDUAL** \_\_\_\_\_ **STRESS** \_\_\_\_\_

CURRENT FATIGUED CURRENT SHAKEN

**CONDITIONS**

**SIZE**

SIZE	FOOTPRINT	REACH
Small	1x1	1

**GROUND SPEED** **OTHER SPEED** **TRAVEL SPEED**

BASE	BASE	MPH
30 ft.		3

**PROFICIENCIES**

PROFICIENT	FORTE	UNARMED	PROFICIENT	FORTE	BOWS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
					<input type="checkbox"/>

BLUNT  
EDGED  
HURLED  
BLACK POWDER  
SIEGE WEAPONS

**BASE ATTACKS** **SAVING THROWS**

ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+3	2	1		FORTITUDE	+3	2	1	
MELEE	+3	2	1		REFLEX	+4	2	2	
RANGED	+4	2	2		WILL	+3	2	1	

**WEAPONS**

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Bola	20x3	+5	1d6+2 s	19	S/1	2
	RNG SHOTS					

QUALITIES/UPGRADES: cavalry, finesse, trip

**WEAPON 2**

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Dagger	15x2	+4	1d6+2	19	D/1	2
	RNG SHOTS					

QUALITIES/UPGRADES: bleed, finesse, hurl (+5 attack)

**WEAPON 3**

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
	RNG SHOTS					

QUALITIES/UPGRADES:

**WEAPON 4**

WEAPON	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
	RNG SHOTS					

QUALITIES/UPGRADES:

**ARMOR**

ARMOR	TYPE	DR	DP	ACP	SPEED	WGT
Leather	2	0	0	-5	2.5	
	DISGUISE					

RESISTANCES: Fire 5  
UPGRADES:

**COMBAT ACTIONS**

ACTION	BONUS/MOVE	TIME	EFFECT
<b>Attack Actions</b>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+7	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(Helpless adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+4	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+7	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+7	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+1	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+2	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+2	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

**Initiative Actions**

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

**Movement Actions**

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

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

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

NAME	NOTES	NAME	NOTES



### CARRYING CAPACITY

LIGHT LOAD to 50 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 51-150  
 OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 150+  
 LIFT (2 x HEAVY LOAD, 1/4 SPEED) 300  
 PUSH/DRAG (5 x HEAVY LOAD, 1/4 SPEED) 750



### REPUTATION AND RENOWN

LEGEND \_\_\_\_\_ REPUTATION \_\_\_\_\_ RENOWN \_\_\_\_\_  
 HEROIC RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 MILITARY RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 NOBLE RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_

### GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	Extra carrying	T/-	Soft 2	5	Map, detailed	(p158)	T/2	Brittle 1	.5
Bedroll	Cold Resist 4	T/-	Soft 1	5	Mirror		D/1	Hard 1	1
Waterskin	2 quarts	T/1	Soft 1	6					
50' hemp rope	1000 lb capacity	S/2	Soft 2	10					
Large sack	25 lb max	S/1	Soft 1	1					
Doctor's bag	for Medicine chk	D/2	Soft 1	2					
Mapping kit	for Craft chks	D/2	Brittle 1	2					
Sextant	+2 know to nav	F/1	Brittle 1	1					
Groom case	+1 App bonus	D/1	Brittle 1	2					
<b>Total Enc</b>									<b>42</b>

### MOUNT

NAME \_\_\_\_\_ SIZE (FOOTPRINT)/REACH \_\_\_\_\_ (\_\_\_\_\_) / \_\_\_\_\_ SPEED \_\_\_\_\_ TRAVEL \_\_\_\_\_  
 ATTRIBUTES \_\_\_\_\_ INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_  
 SKILLS \_\_\_\_\_  
 QUALITIES \_\_\_\_\_  
 ATTACKS \_\_\_\_\_

### VEHICLE

NAME \_\_\_\_\_ SPEED \_\_\_\_\_ TRAVEL \_\_\_\_\_ SIZE/DEF \_\_\_\_\_ OCC/LOAD \_\_\_\_\_ CONST \_\_\_\_\_  
 QUALITIES \_\_\_\_\_

### CONTACT 1

### CONTACT 2

NAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEED \_\_\_\_\_ NAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEED \_\_\_\_\_  
 ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_ ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_  
 INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_ INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_  
 SKILLS \_\_\_\_\_ SKILLS \_\_\_\_\_  
 QUALITIES \_\_\_\_\_ QUALITIES \_\_\_\_\_  
 ATTACKS \_\_\_\_\_ ATTACKS \_\_\_\_\_  
 GEAR \_\_\_\_\_ GEAR \_\_\_\_\_

### HOLDING 1

### HOLDING 2

NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_ NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_  
 UPGRADES \_\_\_\_\_ UPGRADES \_\_\_\_\_  
 \_\_\_\_\_ REP. COST \_\_\_\_\_ \_\_\_\_\_ REP. COST \_\_\_\_\_

### MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



# GEAR AND PRIZES



# 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.





**ACTION DICE**

3

STARTING DICE

d4

DIE TYPE



<b>Hro</b>	<b>Hardy</b>	<b>Ranger</b>
CHARACTER NAME	SPECIES/TALENT	SPECIALITY
<b>Scout 3</b>		
FIRST CLASS/LEVEL	SECOND CLASS/LEVEL	THIRD CLASS/LEVEL
<b>Fantasy Craft Iconic</b>		
PLAYER NAME	CURRENT XP	NEXT LEVEL
<b>Male</b>		
GENDER	AGE	HEIGHT
		WEIGHT
		EYES
		HAIR

## PHYSICAL ATTRIBUTES

ATTRIBUTE NAME	SCORE	MODIFIER
<b>STR</b> STRENGTH	12	+1
<b>DEX</b> DEXTERITY	14	+2
<b>CON</b> CONSTITUTION	15	+2

IMPAIRED SCORE	IMPAIRED MODIFIER

## MENTAL ATTRIBUTES

ATTRIBUTE NAME	SCORE	MODIFIER
<b>INT</b> INTELLIGENCE	11	+0
<b>WIS</b> WISDOM	12	+1
<b>CHA</b> CHARISMA	10	+0

IMPAIRED SCORE	IMPAIRED MODIFIER

## SKILLS

ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	DEX	+5	3	2			<input type="checkbox"/>	MEDICINE	INT	+3	3	0		
<input type="checkbox"/>	ATHLETICS	STR	+4	3	1			<input type="checkbox"/>	NOTICE	WIS	+6	5	1		
<input type="checkbox"/>	BLEND	CHA	+2	2	0			<input type="checkbox"/>	PRESTIDIGITATION	DEX					
<input type="checkbox"/>	BLUFF	CHA						<input type="checkbox"/>	RESOLVE	CON	+4	2	2		
<input checked="" type="checkbox"/>	CRAFTING*	INT	+1	1	0			<input type="checkbox"/>	RIDE*	DEX	+3	1	2		
<input type="checkbox"/>	DISGUISE	CHA						<input type="checkbox"/>	SEARCH	INT					
<input type="checkbox"/>	HAGGLE	WIS						<input type="checkbox"/>	SENSE MOTIVE	WIS					
<input type="checkbox"/>	IMPRESS	CHA						<input type="checkbox"/>	SNEAK	DEX	+7	5	2		
<input checked="" type="checkbox"/>	INTIMIDATE	WIS	+5	4	1			<input type="checkbox"/>	SURVIVAL	WIS	+4	3	1		
<input type="checkbox"/>	INVESTIGATE	WIS						<input type="checkbox"/>	TACTICS	INT	+4	4	0		

## FOCUSES

### CRAFTING

Tanning

### RIDE

Riding Mounts

## INTERESTS

Language: Common

Language: Elf

Language: Goblin

Language: Ogre

Study: The Realm

TOTAL STUDIES

1

## SUBPLOTS

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COMPLETED

## COIN

## LIFESTYLE

TOTAL LIFESTYLE

1

COIN IN HAND

47s

PANACHE

0

PRUDENCE

1

APPEARANCE BONUS

0

MONEY SAVED/EARNED

20

%

STAKE

INCOME

0

## NON COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS

NAME	NOTES	NAME	NOTES
Double-boost	Double AD for Con-based skill checks	Trailblazer	1/scene, share feat w/teammates
Favored foes	+2 Notice, Sense Motive, Survival		(Battlefield Trickery or Night Fighting)
	vs. Animals/Beasts	Stalker	Flawless Survival/Tactics (DC 23)
Camouflage	+5 Blend in forest/jungle terrain		
Animal empathy	Disposition of non-foe animals gets +5		

**DEFENSE** 16 = 10 + 2 + 2 + 2 - ARMOR MOD.

TOTAL CLASS BONUS DEX MOD. SIZE MOD. MISC. MOD.

**INITIATIVE** +6 = 4 + 2 + MISC. MOD.

TOTAL CLASS BONUS DEX MOD. MISC. MOD.

**VITALITY** 33 TOTAL CURRENT

**WOUNDS** 15 TOTAL CURRENT

**CRITICAL INJURIES**

**SUBDUAL** CURRENT  **FATIGUED**

**STRESS** CURRENT  **SHAKEN**

**CONDITIONS**

**SIZE**

SIZE	FOOTPRINT	REACH
Medium	1x1	1

GROUND SPEED	OTHER SPEED	TRAVEL SPEED
BASE 30 ft.	BASE	MPH 3

**PROFICIENCIES**

PROFICIENT	FORTE	UNARMED	PROFICIENT	FORTE	BOWS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>
		<input type="checkbox"/>			<input type="checkbox"/>

BASE ATTACKS					SAVING THROWS				
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+3	2	1		FORTITUDE	+5	3	2	
MELEE	+3	2	1		REFLEX	+5	3	2	
RANGED	+4	2	2		WILL	+2	1	1	

**WEAPONS**

**Dagger** +3 1d6+1 19 D/1 2

ATK DMG THREAT SZ/HAND WGT

15x2 TYPE 1 bleed, hurl (+7 atk, 1d6+2 dmg)

RNG SHOTS QUALITIES/UPGRADES

**WEAPON 1**

**The Threefang** +5 1d6+2 20 T/1 1

ATK DMG THREAT SZ/HAND WGT

20x3 TYPE 1 keen 4, return, magic (see Prizes)

RNG SHOTS QUALITIES/UPGRADES

**WEAPON 2**

**Sling** +5 1d4+1 s 20 S/2 1

ATK DMG THREAT SZ/HAND WGT

60x6 TYPE 10 load 1

RNG SHOTS QUALITIES/UPGRADES

**WEAPON 3**

**WEAPON 4**

RNG SHOTS QUALITIES/UPGRADES

**ARMOR**

**Natural** 2

TYPE DR DP ACP SPEED WGT

DISGUISE RESISTANCES THICK HIDE UPGRADES

**COMBAT ACTIONS**

ACTION	BONUS/MOVE	TIME	EFFECT
<b>Attack Actions</b>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+4	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(Helpless adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+2	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+4	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+1	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+5	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+4	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+5	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>
<b>Initiative Actions</b>			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate		half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract		half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds
<b>Movement Actions</b>			
Standard Move	30 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	120 ft.	full	Move 4 x Speed in straight line (3 x Speed in full armor); become <i>flat-footed</i>
Total Defense	30 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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

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





# RUNNING OX – OGRE SOLDIER

**Age:** 52

**Height:** 9 ft. 1 in.

**Weight:** 745 lbs.

## Distinguishing Characteristics

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

## Background

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

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

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



**ACTION DICE**

3

d4

STARTING DICE

DIE TYPE



**Running-Ox**  
 CHARACTER NAME  
**Soldier 3**  
 FIRST CLASS/LEVEL  
**Fantasy Craft Iconic**  
 PLAYER NAME  
**Male**  
 GENDER

**Ogre**  
 SPECIES/TALENT  
 \_\_\_\_\_  
 SECOND CLASS/LEVEL  
 \_\_\_\_\_  
 CURRENT XP  
 \_\_\_\_\_

**Tribesman**  
 SPECIALITY  
 \_\_\_\_\_  
 THIRD CLASS/LEVEL  
 \_\_\_\_\_  
 NEXT LEVEL  
 \_\_\_\_\_  
 EYES \_\_\_\_\_ HAIR \_\_\_\_\_

**PHYSICAL ATTRIBUTES**

ATTRIBUTE NAME	SCORE	MODIFIER
<b>STR</b> STRENGTH	15	+2
<b>DEX</b> DEXTERITY	12	+1
<b>CON</b> CONSTITUTION	18	+4

IMPAIRED SCORE	IMPAIRED MODIFIER

**MENTAL ATTRIBUTES**

ATTRIBUTE NAME	SCORE	MODIFIER
<b>INT</b> INTELLIGENCE	10	+0
<b>WIS</b> WISDOM	11	+0
<b>CHA</b> CHARISMA	8	-1

IMPAIRED SCORE	IMPAIRED MODIFIER

**SKILLS**

ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
<input type="checkbox"/>	ACROBATICS	DEX						<input type="checkbox"/>	MEDICINE	INT					
<input type="checkbox"/>	ATHLETICS	STR	+12	8	2	2	19	<input type="checkbox"/>	NOTICE	WIS	+2	2	0		
<input type="checkbox"/>	BLEND	CHA						<input type="checkbox"/>	PRESTIDIGITATION	DEX					
<input type="checkbox"/>	BLUFF	CHA						<input type="checkbox"/>	RESOLVE	CON	+9	3	4	2	19
<input type="checkbox"/>	CRAFTING *	INT						<input type="checkbox"/>	RIDE *	DEX					
<input type="checkbox"/>	DISGUISE	CHA						<input type="checkbox"/>	SEARCH	INT					
<input checked="" type="checkbox"/>	HAGGLE	WIS	+2	2	0			<input type="checkbox"/>	SENSE MOTIVE	WIS					
<input type="checkbox"/>	IMPRESS	CHA						<input checked="" type="checkbox"/>	SNEAK	DEX	+4	3	1		
<input type="checkbox"/>	INTIMIDATE	WIS	+4	4	0			<input type="checkbox"/>	SURVIVAL	WIS	+3	3	0		
<input type="checkbox"/>	INVESTIGATE	WIS						<input type="checkbox"/>	TACTICS	INT	+2	2	0		

**FOCUSES**

**INTERESTS**

TOTAL STUDIES **2**

**CRAFTING**

**RIDE**

Language: Ogre

Study: Ogre Lands

Language: Common

Study: Gambling

Language: Orc

**SUBPLOTS**

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COMPLETED

**COIN**

**LIFESTYLE**

TOTAL LIFESTYLE **0**

COIN IN HAND **31 s**

PANACHE **0**

PRUDENCE **0**

APPEARANCE BONUS **0**

MONEY SAVED/EARNED **15 %**

STAKE \_\_\_\_\_

INCOME **0**

**NON COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS**

NAME	NOTES
Banned checks	Influence, Outmaneuver, Tumble
Enlighten chks	Athletics & Intimidate
Reviled	Disposition of non-Ogres decreases 10

NAME	NOTES
B. Skill Mastery	Athlete (p98)
Paired skills	Resolve & Survival

**DEFENSE** 14 = 10 + 2 + 1 + -1 + 3 - 1

TOTAL CLASS BONUS DEX MOD. SIZE MOD. MISC. MOD. ARMOR MOD.

**INITIATIVE** +3 = 2 + 1 +

TOTAL CLASS BONUS DEX MOD. MISC. MOD.

**VITALITY** 48 TOTAL CURRENT

**WOUNDS** 27 TOTAL CURRENT

**CRITICAL INJURIES**

**SUBDUAL** CURRENT FATIGUED

**STRESS** CURRENT SHAKEN

**CONDITIONS**

**SIZE**

SIZE	FOOTPRINT	REACH
Large	2x2	1

GROUND SPEED	OTHER SPEED	TRAVEL SPEED
BASE 35 ft.	BASE	MPH 3

**PROFICIENCIES**

PROFICIENT	FORTE	UNARMED	PROFICIENT	FORTE	BOWS
■	■	□	□	□	□
■	■	□	□	□	□
■	■	□	□	□	□
■	□	□	□	□	□
					BLACK POWDER
					SIEGE WEAPONS

BASE ATTACKS				SAVING THROWS					
ATTACK TYPE	TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE	TOTAL	BASE SAVE	ATTRIBUTE MOD.	MISC. MOD.
UNARMED	+5	3	2		FORTITUDE	+6	2	4	
MELEE	+5	3	2		REFLEX	+3	1	2	
RANGED	+4	3	1		WILL	+3	3	0	

**WEAPONS**

WEAPON 1	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Broadsword	+6	1d12+2	20	M/1	16	
		AP 2, massive, ogre-made				
	RNG	SHOTS	QUALITIES/UPGRADES			

WEAPON 2	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
Tower Shield	+6	1d4+2 s	no	M/1	12	
	guard +3 (when ready)					
	RNG	SHOTS	QUALITIES/UPGRADES			

WEAPON 3	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
	RNG	SHOTS	QUALITIES/UPGRADES			

WEAPON 4	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
	RNG	SHOTS	QUALITIES/UPGRADES			

**ARMOR**

ARMOR	TYPE	DR	DP	ACP	SPEED	WGT
Chainmail (P)	3	-1	-1	-5 ft.	90	
	Edged 2 light fittings					
	DISGUISE	RESISTANCES	UPGRADES			

**COMBAT ACTIONS**

ACTION	BONUS/MOVE	TIME	EFFECT
<b>Attack Actions</b>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+12	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	( <i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+1	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+12	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+0	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+4	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+9	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+1	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>
<b>Initiative Actions</b>			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate		half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod. (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract		half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds
<b>Movement Actions</b>			
Standard Move	35 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	140 ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	35 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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

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



