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.

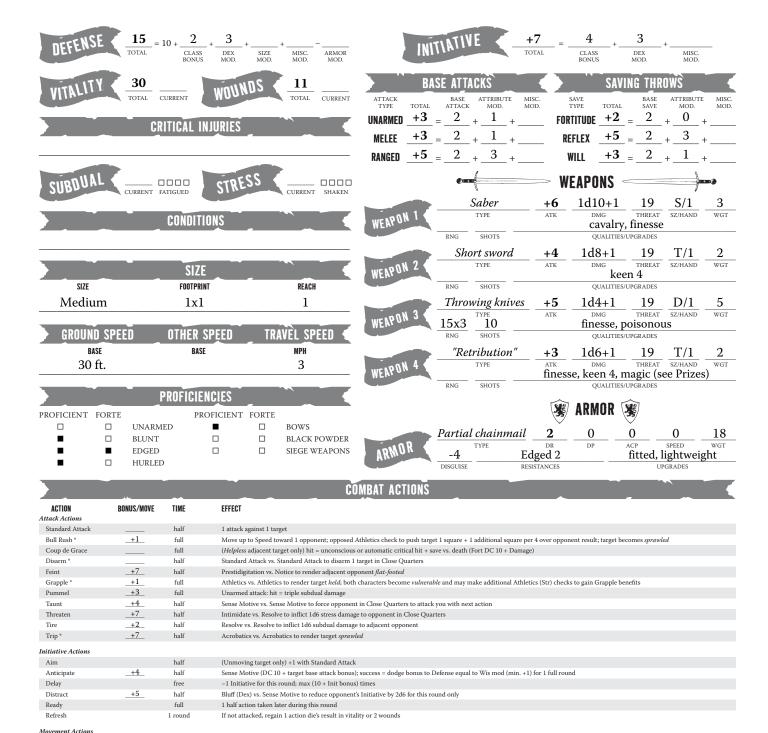
The pain-mongers' ministrations drained the Hand of nearly all warmth or pleasure, leaving a white-hot core of vengeful rage. He despises worshipers of dark powers, those who "creep and skitter in the darkness like roaches... I will turn their love of the dark to fear." The Hand is always on the move, 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 Ezraimei the saurian, but the blue flame of revenge will always burn hottest and brightest in his heart.



CHARACTER NAME SPECIES/TALENT Assassin 3				Ruth	less	Guardian							am	ta) Pá		
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	HAGG	LE	WIS	=	: +		+				SENSE MOTIV	VE	WIS	+4	= _3_	_ 1	+	
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			DCs up to	23, and op	posed ch	ecks wit	h these	skill	ls			Mask	or Amb	ush as f	ree actio	on (once p	er sessio	n)
			(results up															
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Draw, sheath, pick up, or manipulate 1 object

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

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

Prepare to ride 1 trained animal or vehicle

Stand or drop prone, become flat-footed

Standard Move

Handle item

Mount/Dismou

Reposition

Run Total Defense 30_ ft.

0 ft

0 ft.

0 ft

120_ft.

30_ft.

half

half

full

half

full

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



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

,	CARRYING CAP	ACITY				REPUTAT	ION AND RE	NOWN		
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SH/DRAG (2 × HEA	VY LOAD, 1/4 SPEED) $\underline{\hspace{1cm}42}$	<u> </u>		Cle	NOBLE RENOWN _	TITLI	E			
				GF	AR				~	
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ft. silk rope	Supports 750 lbs.	S/2	Soft 2	5	Tinderbox	Start fire in 1	round	D/2	Hard 1	
rappling hook	+2 Climb with rope		Hard 2							
itions (7)	Feeds 1 for 1 day each	T/2	Hard 1	5						
aterskin	Holds 2 quarts		Soft 1	5.5						
	II-14- 10 lb -		C - ft 1	0.25						
ick, small	Holds 10 lbs.		Soft 1	- 0.25						
pyglass	x2 vision increment		Hard 2	3						
					Total Encumbra	псе				56.25
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TACKS										
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		SPEED	TI	RAVEL	SIZE/DEF		CC/LOAD		CONST	
JALITIES										
	CONTACT	1				C	ONTACT 2			
AME	TRUST	_ SIZE/REAC	H SP	EED	NAME	TR	UST S	SIZE/REACH	SPEF	ED
TRIBUTES			REP COS	ST	ATTRIBUTES				REP COST	
IT ATK	DEF RES	HEALTH	COM	ſP	INIT ATK _	DEF	RES	HEALTH _	COMP	
ILLS					SKILLS					
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TACKS					ATTACKS					
AR					GEAR					
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ame Petribution" (long			es ge Aura, Grea	ater (1d10	divine)	None				5
		Each ti	me an adjace	ent oppone	ent hits you with					
		an una	rmed or mel	ee attack t	he item inflicts					
		1d10 d	ivine damage	e						



THE HAND: RULES REFERENCE

ACTION DICE

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

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

ORIGIN, CLASS, & FEATS

Always Ready: You may always act during surprise rounds.

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

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

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

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

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

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

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

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

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

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

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

TRICKS

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

GEAR & MAGIC ITEMS

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

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

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

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

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

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

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

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

EZRAIMEI – SAURIAN BURGLAR

Age: 22

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

Distinguishing Characteristics

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

Background

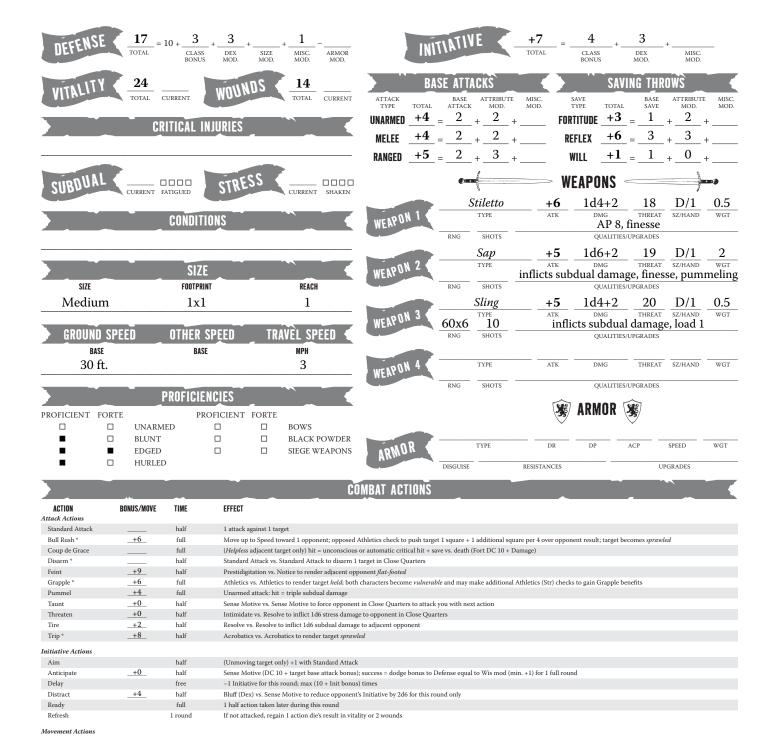
Like most saurian young, Ezraimei was born from a clutch of eggs, laid then abandoned by her mother before birth. Her clutch was unlucky and all but two were eaten before hatching - she and her brother, Ekrajmez. The siblings grew up on the outskirts of cities and were eventually adopted by a kindly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

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



Ezrain CHARACTER NAME	ıei	Sau SPECIES/TALENT	rian	SPECIAL*		ogue	- 8	2				1
Burgla	r 3	SPECIES/TALENT		SPECIAL	11		5 //		08			
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CON 14	+2		CHA	11 +	0						Sec.	1
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ORIGIN SKILL SKILL NAME	SUGGESTED ATTRIBUTES	skill bonus ranks +8 = 5	MOD. MO	OD. THREAT	SKILL	NAME	SUGGESTED ATTRIBUTES	BONUS +5	ranks 4	MOD.	MISC. MOD.	RANGE
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□ ATHLETICS □ BLEND	STR CHA	=	+ + _			NOTICE PRESTIDIGITA	WIS TION DEX	+9	6	3 +		
□ BLUFF	CHA	+4 = 4	· · _			RESOLVE	CON		+	+		
☐ CRAFTING *		+ 5 = 4	1 1			RIDE *	DEX	+7	4	3		
□ DISGUISE	СНА		· —— · —			SEARCH	INT	+9	8 +	$\overline{1}_{+}$		
□ HAGGLE	WIS	+4 = 4	_ 0 +			SENSE MOTIV			: +	+		
□ IMPRESS	CHA	=	+ +			SNEAK	DEX	+7	4 +	3 +		
□ INTIMIDAT	E WIS	=	+ +			SURVIVAL	WIS		: +	+		
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STAKE								_				
		NON-COME	BAT ABILITIE	ES: CLASS A			OTHER OPTIC	INS		_		
NAME Cold-Blooded	NOTES Require of	nly 1 meal/day, cold	l vulnerabiliti	ies	NAME Sharp	E v Mind	NOTES +1 skill point	per level	(already	factored	in)	
Darkvision I		e effects of dim and				Sense	Roll twice wi					devices
Dexterous	Double ac	tion dice rolled for	Dex-based sk	ill checks	Very,	Very Sneaky	Always succe	ed with A	crobatic	s and Sne	eak chec	ks
Practised Sneak	If check +	action die result fai	ls, retain acti	on die			with DCs up	to 23, and	d oppose	d checks	with the	se
							skills (results	up to 23)				
							-					





Draw, sheath, pick up, or manipulate 1 object

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

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

Prepare to ride 1 trained animal or vehicle

Stand or drop prone, become flat-footed

Standard Move

Handle item

Mount/Dismou

Total Defense

Reposition

30_ ft.

0 ft

0 ft.

120_ft.

30_ft.

half

half

full

half

full

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



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

	CARRYING CAP	ACITY		•		REPU	TATION AND	RENOWN		
IGHT LOAD Up to	o 100 HEAVY LOAD (-2 DEI		1/2 SPEED)1	01-300	LEGEND	REPUT	ATION	REI	NOWN	
OVERLOADED (-5 DE	F/PHYSICAL, CAN'T MOVE)	301+	11-15-		HEROIC RENOWN	N 1	TITLE			
IFT (2 × HEAVY LOAI	D, NO MOVEMENT)600)	C		MILITARY RENOV	VN 7	TITLE			
'USH/DRAG (2 × HEA'	VY LOAD, 1/4 SPEED)600	0		D	NOBLE RENOWN		TITLE			
					EAR				~	
IAME	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT		SZ/HAND	CONST	WEIGHT
Backpack	+2 Str for carrying	S/-	Soft 2	_ 3	Large sack	Holds 25	lbs.	S/1	Soft 1	0.5
0 ft. silk rope	Supports 750 lbs.	S/2	Soft 2	5	Thieves' tools	For Disa	rm checks		Hard 1	1
Grappling hook	+2 Climb with rope		Hard 2	_ 4	Tinderbox	Start fire	in 1 round		Hard 1	0.5
Blanket	Cold Resistance 4	S/-	Soft 1	5						
Rations (7)	Feeds 1 for 1 day each	T/2	Hard 1	5	_					
Waterskin	Holds 2 quarts		Soft 1	5.5						
Purse	Holds 200 coins		Soft 1							
Dice	+2 Relax	D/1	Hard 1		_					
	12 Retax		Tiuru I		Total Encumbr	rance				39.5
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				^^	OUNT			-		
			INIT		ATK D	DEF R	ES	HEALTH	COMP	
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	CONTACT	1	~			_	CONTACT 2	2	~	
				DEED	NAME.				CDE	ED
TTDIBLITES	TRUST	_ SIZE/REAC			NAME		TRUST	_ SIZE/REACH		
TTRIBUTES	DEF RES	HEALTH			_ ATTRIBUTES		RES	HEALTH _	REP COST	
NIT ATK	DEF RES				INIT ATH				COMI	
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	HOLDING 1	I					HOLDING 2			
JAME	SCALE	GUEST	S/ M.	AX	NAME		SCALE	GUESTS	/ MAX	ζ
JPGRADES					UPGRADES					
			REP. COS	ST					REP. COST	
				MAGI	C ITEMS				~	
IAME	ITEM LV	VL ESSENC	ES			CHARMS				REP COST



EZRAIMEI: RULES REFERENCE

ACTION DICE

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

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

SPECIES

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

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

Darkvision I: You ignore the effects of dim and faint light.

Natural Attacks: You have two natural attacks.

Bite I (atk +4; dmg 1d6+2; threat 18-20)

Tail Slap I (atk +4; dmg 1d8+2; threat 20; reach +1)

SPECIALTY, CLASS, & FEATS

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

Ambush Mastery: You may convert damage without suffering the normal –4 attack penalty (*see page 209*). Also, when you inflict subdual damage on a *flat-footed* opponent, he doesn't lose the *flat-footed* condition (as he normally would for being attacked).

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

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

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

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

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

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

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

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

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

GEAR & RELATED RULES

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

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

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

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

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

You may never Pummel to inflict lethal damage.

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

CAPTAIN DUROK BLOODSHIELD — ORC CAPTAIN

Age: 25

Height: 6 ft. 2 in. **Weight:** 265 lbs.

Distinguishing Characteristics

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

Background

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

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

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

PERSONAL LIEUTENANT — GRIMDAK THE GLAIVE

Grimdak the Glaive (Medium Folk Walker - 54 XP): Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10; SZM (1×1 , Reach 1);

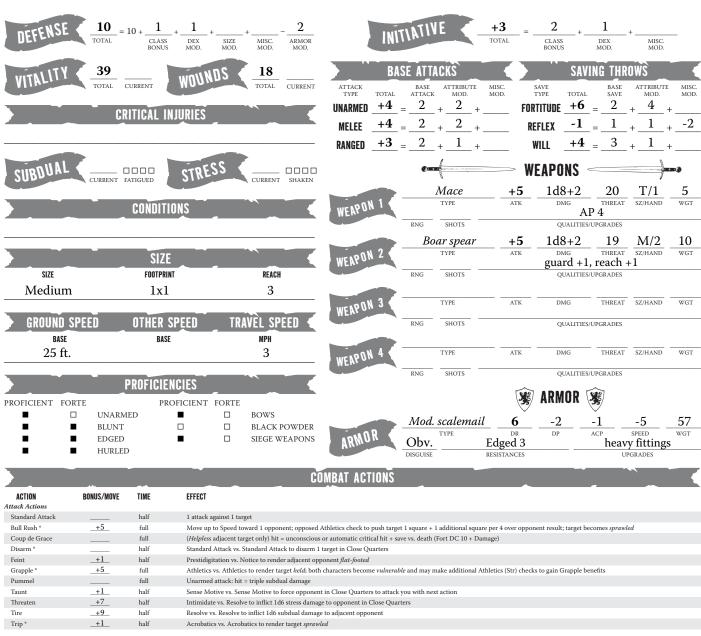
Spd 30 ft. ground; Init +2; Atk +3 (melee and unarmed), +2 (hurled and ranged); Def 12; Res +2 (Reflex), +2 (Fortitude), +2 (Will); Health (Damage save) +3; Comp +1; Skills: Intimidate +5, Ride +4, Survival +4, Tactics +3; Qualities: *Always ready, banned action (Calm, Influence), class ability (Soldier: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

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



Durok Bloods	shield		rc		Fighter	60	MA		
CHARACTER NAME Captain	2	SPECIES/TALENT		SPECIALTY		57		SW U	
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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 sprawled
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 flat-footed
Grapple *	_+5	full	Athletics vs. Athletics to render target held; both characters become vulnerable 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 sprawled
Initiative Actions			
Aim		half	(Unmoving target only) +1 with Standard Attack
Anticipate	+1_	half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round
Delay		free	-1 Initiative for this round; max (10 + Init bonus) times
Distract	_+1	half	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready		full	1 half action taken later during this round
Refresh		1 round	If not attacked, regain 1 action die's result in vitality or 2 wounds
Movement Actions			
Standard Move	_30_ ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop prone, become flat-footed
Run	_120_ ft.	full	Move $4 \times$ Speed in straight line (3 \times Speed in full armor); become flat-footed
Total Defense	_30_ ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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



	CARRYING CAPA	CITY				REPUTATION AND	RENOWN		
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	5 DEF/PHYSICAL, CAN'T MOVE)	301+	11-15-		HEROIC RENOWN				
	LOAD, NO MOVEMENT) 600		CO		MILITARY RENOWN				
	HEAVY LOAD, 1/4 SPEED) 600)		2	NOBLE RENOWN				
			- 60 9	0.				~	
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AME addlebags	+2 Str for carrying	SZ/HAND M/-	Soft 2	WEIGHT 10	NAME Pouch	Holds 50 coins	SZ/HAND D/-	CONST Soft 1	WEIGHT
lag	+2 Impress/Intim.	M/2	Soft 2	12	Pipe	+2 Concentrate	D/1	Hard 1	0.1
ent	Heat/Cold Resist 4	L/-	Soft 2	15	Whistle	Heard 500'/1m away	D/1	Hard 1	0.5
Bedroll	Cold Resistance 4	S/-	Soft 1	5					
xe, hand	Improvised hatchet	T/2	Hard 2	5					
inderbox	Start fire in 1 round	D/2	Hard 1	0.5					
ishing pole	+2 Forage (fish)	S/1	Hard 1	4					
00 ft. hemp re	ope Supports 1,000 lbs.	S/2	Soft 2	20					
Pations (14)	Feeds 1 for 1 day each	T/2	Hard 1	10	Total Encumbrance	_			72.6
Vaterskin	Holds 2 quarts	T/1	Soft 1	5.5	Mule Encumbrance	(left column)			87
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	Hambone (Mule)			^^	1.0 1	SPEED 30 ft. Grou	ınd		5
		SIZE (FOOTPE				12 .2		AVEL	
TTRIBUTES	Str 15, Dex 10, Con 12, Int 6, batics +6, Athletics +7, Notice			TZ	ATK DEF	12 RES +2	HEALTH	-2 _{COMP}	
KILLS	amage Reduction 1, improved			l stability (superior traveler II (see	o rulos roforanco for dos	eriptions)		
Vi.	ck I (dmg 1d8+2 lethal; threat 2		, improved	- Stability, S	superior traveler if (see	- Tules reference for des	scriptions)		
TTACKSKIC	CK I (ding 1do+2 ictial, threat 2								
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KILLS					SKILLS				
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	HOLDING 1					HOLDING 2	2		
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CAPTAIN DUROK BLOODSHIELD: RULES REFERENCE

ACTION DICE

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

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

SPECIES

Always Ready: You may always act during surprise rounds.

Enlightened Intimidate: Your maximum Intimidate rank is 8.

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

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

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

SPECIALTY, CLASS, & FEATS

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

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

Crush Them!: Melee and unarmed attack checks

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

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

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

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

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

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

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

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

GEAR, MOUNT, & PERSONAL LIEUTENANT

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

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

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

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

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

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

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

Reach: The wielder's Reach rises by this amount with this weapon. **Superior Traveler II:** Your mule's Travel Speed increases by 2 MPH (this is already factored into his stat block).

PHILEMON RENN — HUMAN COURTIER

Age: 36

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

Distinguishing Characteristics

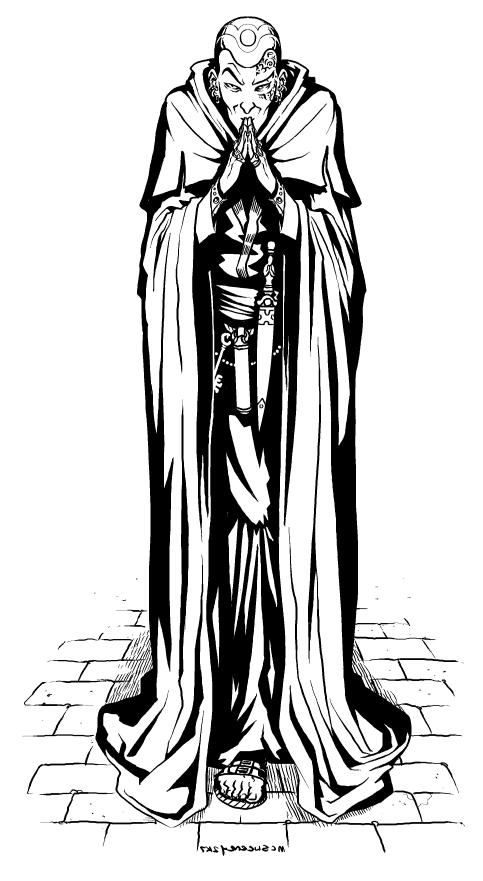
Sumptuous robes; copious jewelry;

cunning expression

Background

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

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



Philemon Renn Character Name Courtier 3			SPECIES/		smatic		SPECIALTY	Swi	ndler	- 4		ita	ŝví) Pá	The state of the s
FIRST CLASS/LEVEL	tiei 5		SECOND	CLASS/LEVEL			THIRD CLASS	S/LEVEL		- //					
Male GENDER	AGE	36	CURRENT 5' HEIGHT	9"	132	lbs.	MEXT LEVEL Gra EYES	у	Bald		ACTION	DICE	3 STARTING DIG	GE -	d4 DIE TYPE
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		IODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER	ATTRIBU NAM	E SCOI		R I	MPAIRED IMPAIRED SCORE MODIFIER			5			
STR _	12	+1			INTELLIG		<u>+2</u>	- -				Me	WALL TO)	
DEX _	13	+1_			WI		4 +2	. .				13			
	12	+1			CH	A 10	5 +3	. L				611	学	Y	
	A.N.						SKI	LLS						MAX RANKS	6
ORIGIN SKILL SKILL NAME		SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGE ATTRIE	STED SKII UTES BON		ATTRIBUTE S MOD.	MISC. MOD.	THREAT RANGE
□ ACROBA		DEX		=	+	+			MEDICINE	IN		_ =	_ + +		
□ ATHLETI	CS	STR		=	+	+			NOTICE	W			_ + _2 +	-	
□ BLEND		CHA	+8	= <u> </u>	3	+			PRESTIDIGITA		. 1		_ + <u>1</u> +		
□ BLUFF	IC a	CHA		=	+	+			RESOLVE	CC			_ + <u></u> + 1 .		
□ CRAFTIN □ DISGUISI		INT CHA		-	+	+		_	RIDE * SEARCH	DI IN		_ =	_ + +		
□ HAGGLE		WIS	+6	_ 4	_ 2	+		_	SENSE MOTIVI		·		_ + 2 +		
□ IMPRESS		CHA	+6	_ 3	3	+		_	SNEAK	DI	. 5	- 4	1		
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□ INVESTIG	GATE	WIS	+6	= 4	_ 2	+			TACTICS	IN	Т	_ =	_ + +		
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STAKE								APPEA	INCOME _	50s		MONE! SAV	ED/EARNED _		
			N	ON-COM	BAT ABIL	LITIES: C	LASS ABI	LITIES	, FEATS, AND	OTHER O	PTIONS			~	
NAME Attribute Train		NOTES Lower of D	ex or Ch	a increas	es by 1 (al	lready fac	tored in)	NAME Gifts	& Favours	NOTES (Start of	adventur	e) Gain 90	s for supplie	es and b	ribes
BSM (Spy)		+2 and 19-2											factored in		
Beguiling		Fixate targe					<u>-</u>		the Finest				ou and all tea		
Charming		⊦5 to non-f	oe NPC	s Disposi	tion (twic	e per sess	sion)	Practi	iced Bluff	If check	action c	lie result f	ails, retain a	ction di	e
Double Boost		Double acti						With	a Word	Always s	ucceed w	ith Haggle	/Impress ch	ecks wi	th DCs
Encouragement	; (Grant a tea	mmate -	-1 bonus	with save	s (once pe	er scene)						s with these		



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VITALIT	_	30	CURRENT	WOUNDS	12 CURRENT	ATTACK	BA	SE ATTA	ACKS	MISC.	SAVE	VING THR	OWS	E MISC.
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						RANGED	+2	= 1 - 1	+ +		EFLEX <u>+²</u> Will +5		+ 2	+
			_			KANGED		=	+ _1 +			_ =	+	+
SUBDUA	- CI	JRRENT F	ATIGUED	STRESS	CURRENT SHAKEN			€ m		W	EAPONS			
									Stiletto TYPE		$\frac{1d4+1}{DMG}$	<u>18</u>	$\frac{D/1}{SZ/HAND}$	$\frac{0.5}{\text{WGT}}$
			CONDITIO	NS		WEAPO				AIK	AP 8	3, finesse	5Z/RAND	wG1
-								RNG Cl	shots nort bow	+2	QUALITE	es/upgrades	S/2	5
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BAS 30 t			BASE		MPH 3	-01			TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
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		HURLEI)					DISGUISE		RESISTANCES		U	PGRADES	
					CC	MBAT ACT	IONS							
ACTION Attack Actions	BONL	JS/MOVE	TIME	EFFECT										
Standard Attack	_	_	half	1 attack against 1 ta										
Bull Rush * Coup de Grace		+1	full full		oward 1 opponent; opposed . arget only) hit = unconscious						nent result; targe	becomes spraw	led	
Disarm *	_	+5_	half half		Standard Attack to disarm 1 Notice to render adjacent opp									
Grapple *		+1	full full	Athletics vs. Athleti	cs to render target <i>held</i> ; both			ble and may n	nake additional A	athletics (Str) chec	ks to gain Grapple	benefits		
Pummel Taunt	_	+7	half		: = triple subdual damage nse Motive to force opponen	t in Close Quarter	s to attacl	you with nex	xt action					
Threaten		+6	half		ve to inflict 1d6 stress damag			rters						
Tire Trip *		+4	half half		to inflict 1d6 subdual damage batics to render target <i>spraw</i>		nent							
Initiative Actions	_				3									
Aim			half	(Unmoving target o	nly) +1 with Standard Attack	(
Anticipate	_	+7_	half		0 + target base attack bonus		bonus to	Defense equal	l to Wis mod (mi	n. +1) for 1 full rou	nd			
Delay Distract	_	+8_	free half		round; max (10 + Init bonus Motive to reduce opponent		for this r	ound only						
Ready			full	1 half action taken l	ater during this round									
Refresh			1 round	If not attacked, rega	in 1 action die's result in vita	dity or 2 wounds								
Movement Actions Standard Move	30)_ ft.	half	Move up to Speed in	di									
Handle item	_50	0 ft.	half		p, or manipulate 1 object									
Mount/Dismount		0 ft.	full	Prepare to ride 1 tra	ined animal or vehicle									
Reposition	10.	0 ft.	half		, become flat-footed									
Run Total Defense		0_ft.)_ft.	full full		straight line (3 \times Speed in full 4 dodge bonus to Def for 1 fu		tlat-footea							
* Ine targer oppone	it gains a +.	2 vonus pe	r category of Size	ацјегенсе (ехсерт ін т	ne initiation of a Grapple, w	vnen tne smatter o	рропенц	gains inis ber	пепт).					
			C	OMBAT ABILI	TIES: CLASS ABI	LITIES. FE	ATS, T	RICKS, I	AND OTHE	R OPTIONS			•	
NAME		NOTES				NAI			NOTES					
Misdirection	Basics			s. special chara	cters			Basics		May turn aı	nd don't be	come flat-i	ooted	
					umerical advantas	ΤΑ				Defense) N				
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	CARRYING CAF	ACITY	`			REPUTATION	I AND RENOWN	
GHT LOAD Up	to 70 HEAVY LOAD (-2 DE	F/PHYSICAL,	1/2 SPEED)	71-210	LEGEND	REPUTATION	RE	NOWN
VERLOADED (–5 I	DEF/PHYSICAL, CAN'T MOVE) _	211+	1115		HEROIC RENOWN _	TITLE _		
FT (2 × HEAVY LC	DAD, NO MOVEMENT)420)	CA		MILITARY RENOWN	TITLE _		
JSH/DRAG (2 × HI	EAVY LOAD, 1/4 SPEED)1,0	50		D	NOBLE RENOWN _	TITLE _		
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ooze (3)	-1 shaken condition	T/1	Brittle 1	2				
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					Total Encumbran	<u></u>		13.5
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	CONTACT						TACT 2	
	tio Ladron TRUST As							
	10, Dex 12, Con 10,, Int 10,				ATTRIBUTES			REP COST
	$\frac{1}{2} + 1$ DEF $\frac{12}{2}$ RES $\frac{1}{2} + \frac{1}{2}$		30/10 COM	_{MP} +2	INIT ATK _	DEF R	ES HEALTH	COMP
(ILL3	12, Impress +8, Sense Motiv		1 II D'11		SKILLS			
	cactive I, CA (Assassin: Cold			it!)	QUALITIES			
Coach b	(dmg 1d6 subdual; threat 19 booze (1), knockout poison		messe)		ATTACKS			
EAR COACH, I	booze (1), knockout poison	(3)			GEAR			
	HOLDING	1	_			HOL	DING 2	
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PHILEMON RENN: RULES REFERENCE

ACTION DICE

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

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

ORIGIN, CLASS, & FEATS

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

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

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

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

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

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

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

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

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

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

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

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

GEAR & CONTACT

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

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

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

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

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

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

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

SALEM IRONRING — DWARF EXPLORER

Age: 76

Height: 4 ft. 3 in. Weight: 172 lbs.

Distinguishing Characteristics

Loads of well-kept gear; flowing hair

and beard

Background

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

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

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



Salem Ironn CHARACTER NAME Explorer FIRST CLASS/LEVEL PLAYER NAME Male GENDER AGE	76	SPECIES/TALENT SECOND CLASS/LEVEL CURRENT XP 4' 3" HEIGHT	warf 172 lbs	THIR	rd class/level g level Brown	White	- SCTIF	IN DICE	6 STARTING DICE	d4 DIETYPE
PHYSIC	MODIFIER +1 +0 +3		ATTRIBUTE NAME INT INTELLIGENCE WIS WISDOM CHA CHARISMA	MENTAL						
ORIGIN SKILL NAME ACROBATICS ATHLETICS BLEND BLUFF CRAFTING * DISGUISE HAGGLE IMPRESS INTIMIDATE INVESTIGATE	SUGGESTED ATTRIBUTES DEX STR CHA CHA INT CHA WIS CHA WIS CHA WIS WIS	SKILL BONUS RANKS +6 = 6 +6 = 5 +3 = 3 -7 = 4 -7 = 5 -7 = 5 -7 = 5 -7 = 3		SC. THR	SKILLS ORIGINAL ORIGINAL	MEDICINE NOTICE PRESTIDIGITAT RESOLVE RIDE * SEARCH SENSE MOTIVE SNEAK SURVIVAL TACTICS	INT _ WIS _ TION DEX _ CON _ DEX _ INT _	SKILL RONUS $+8 = 6$ $+6 = 6$ $+5 = 2$ $+1 = 1$ $+8 = 5$ $+5 = 3$ $= -1$	ATTRIBUTE	MAX ANKS 6 MISC. THREAT MOD. RANGE
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						<i>31.</i>										
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Movement Action					. 3											

Draw, sheath, pick up, or manipulate 1 object

1 Standard Move; +4 dodge bonus to Def for $1\ \mathrm{full}$ round

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

Prepare to ride 1 trained animal or vehicle

Stand or drop prone, become flat-footed

Standard Move

Mount/Dismount

Handle item

Reposition

20_ft.

0 ft.

0 ft.

80_ft.

20 ft.

half

half

full

full

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



 $^{^\}circ$ The larger opponent gains a+2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

	CARRYING CAP	ACITY	`			REPUTATION AND	RENOWN	,	
IGHT LOAD Up to	o 140 HEAVY LOAD (-2 DEF	P/PHYSICAL,	1/2 SPEED) 1	41-420	LEGEND	REPUTATION	RE	NOWN	
VERLOADED (–5 DEI	F/PHYSICAL, CAN'T MOVE)	421+	11-15-		HEROIC RENOWN _	TITLE			
FT (2 × HEAVY LOAI	D, NO MOVEMENT)840)	Car		MILITARY RENOWN				
USH/DRAG (2 × HEA\	/Y LOAD, 1/4 SPEED)840			D	NOBLE RENOWN _	TITLE			
				CE	AR			~	
AME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
ackpack	+2 Str for carrying	S/-	Soft 2	3	Pouches (5)	Hold 50 coins each	D/-	Soft 1	
lock/tackle	+4 Str for lifting	M/2	Hard 3	25	Magnifying glass	Enlarges details	T/1	Brittle 1	0.5
0 ft. hemp rope	Supports 1,000 lbs.	S/2	Soft 2	10	Tinderbox	Starts fire in 1 round	D/2	Hard 1	0.5
Grappling hook	+2 Climb with rope	T/1	Hard 2	_ 4	Thieves' tools	For Disarm checks	D/2	Hard 1	1
Iap, detailed	See rules reference	T/2	Brittle 1	0.1	Sextant	+2 to navigate Know.	F/1	Brittle 1	1
pyglass	x2 vision increment	T/1	Hard 2	_ 3	"Locktongue"	See Magic Items	T/1	Solid 3	3
strolabe	Tells day/month/year	T/2	Hard 2	10	Pipe	+2 Concentrate	D/1	Hard 1	0.1
Sedroll	Cold Resistance 4	S/-	Soft 1	3					
ations (7)	Feeds 1 for 1 day each	T/2	Hard 1	5					
Vaterskin	Holds 2 quarts	T/1	Soft 1	5.5	Total Encumbran	<u>1ce</u>			82.7
				MO	UNT				
				1					
						SPEED			
TTRIBUTES			INII		AIK DEF	RES	HEALIH	COMP	·
KILLS									
UALITIES TTACKS									
1 IACK3		<i></i>						~	
	AN			VEH	ICLE				
AME		SPEED	Т	RAVEL	SIZE/DEF	OCC/LOAD _		CONST	
UALITIES									
	CONTACT 1	1	~			CONTACT	2	~	
Kara th			M/1	30'					
	e Gypsy TRUST As D, Dex 10, Con 10, Int 10, V			50				H SPE	
	+2 DEF 14 RES +1							REP COST	
Pluff 17 I	mpress +7, Sense Motive			MP		DEF RES	HEALTH	COM	P
Pagia	Skill Mastery (Actor), Lady			fense I	SKILLS				
Daggar	(dmg 1d6; threat 19; qual								
Wagan m	age's pouch; Spells: Locate								
EAR wagon, m	\				GEAR				
	HOLDING 1					HOLDING :	2	,	
AME	SCALE	GUEST	'S/ MA	AX	NAME	SCALE	GUESTS	S/ MA	X
PGRADES					UPGRADES				
			REP. COS	т				REP. COST	
				WAGIO	ITEMS			~	
AME	ITEM IS	" ECCENIC	ere.	MAGIC	ITEMS	CHARMS			DED COST
^{AME} ocktongue (non-fi	ring pistol) ITEM LY	VL ESSENC None	LES			Spell Effect (Knock, once	per scene)		REP COST
						As a half action, touch Lo	cktongue to	a door,	
						lock, container, or restrai	nt with a Co	mplexity	
						up to 15, opening or relea	sing it		
						Alternately, suppress an A	Arcane Lock	for 3 min.	



SALEM IRONRING: RULES REFERENCE

ACTION DICE

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

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

SPECIES

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

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

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

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

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

SPECIALTY, CLASS, & FEATS

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

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

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

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

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

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

GEAR, CONTACT, & MAGIC ITEMS

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

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

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

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

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

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

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

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

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

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

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

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

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

ASPEN - ROOTWALKER KEEPER

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

Distinguishing Characteristics

Four arms; extensive body paint and

carvings

Background

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

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



Aspen			Rootw	alker			My	stic	a factor	2	100		0	тм
CHARACTER NAME Keeper 1	3	SPECIES/TALI	ENT			SPECIALTY			57			\\(\(\(\)\(\)		
FIRST CLASS/LEVEL		SECOND CLA	SS/LEVEL			THIRD CLAS	S/LEVEL							
PLAYER NAME		CURRENT XP				NEXT LEVEL			-	ou nic				
N/A	N/A	14' 3		272 l	bs.	Holle	ow_	None	ACT	ION DIC	- s	TARTING DIG		d4 DIE TYPE
GENDER AG	CAL ATTRIB	~		WEIGHT	MEN	NTAL ATT	RIRIIT	—						
ATTRIBUTE		IMPAIRED IMPA	AIRED	ATTRIBUT	E		17	MPAIRED IMPAIRED		111			11/	
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STR 14				INT		# + <u>4</u>	- -			7 1	19			
DEX 12	+1			WIS	14	<u>+2</u>	_ _					CSP .		
CON 12	+1			CHA	11	l +0				A	The same			
CONSTITUTION 12	<u> </u>			CHARISM	IA		- L-				1	Par S		
						SKI	LLS						MAX RANKS	6
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	=	+	+				MEDICINE	INT	_+7_ =	+	+		
■ ATHLETICS	STR	<u>+8</u> =	+					NOTICE	WIS	<u>+7</u> =	+	+		
■ BLEND	CHA	<u>+5</u> =	+	+				PRESTIDIGITAT	ION DEX	=	+	+		
□ BLUFF	CHA	<u>+5</u> =		+				RESOLVE	CON	<u>+5</u> =	+	+		
□ CRAFTING *	INT	_ +6 _ =	+	+				RIDE *	DEX	=	+	+		
□ DISGUISE	CHA	=	+	+				SEARCH	INT	+9 =	5 +	$\frac{2}{2}$ +		19-20
□ HAGGLE	WIS	+7 =	5 +	$\frac{2}{2}$ +				SENSE MOTIVE	WIS	+13 =	+	+		
□ IMPRESS	CHA	<u>+5</u> =	+	+				SNEAK	DEX	=	+	+		
□ INTIMIDATE	WIS	=	+	+		10.20		SURVIVAL	WIS	=	+	+		
□ INVESTIGATE	WIS	_ +9 =	<u>-5</u> +	+		19-20		TACTICS	INT	<u>+5</u> =	+	+		
		FOCUSES							IN	TERESTS		S	TOTAL	4
CRAF	TING			RIDE]	Language: Ro	otwalker	5	Study: I	Rootwa	lker La	ands
Woodca	rving							Language: C	ommon		Stuc	ly: The	Realn	1
Painti	ing							Language: l	Drakish		St	udy: Aı	cana	
											St	udy: N	ature	
						SUBP	LOTS	•				^	~	
, , , , , , , , , , , , , , , , , , , ,	~	□СОМ	PLETED					□ COMPLETE	ED				□ CON	MPLETED
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COIN IN HAND			l3s					PANACHE _	 +1	_		JDENCE _	1	
							APPEA	RANCE BONUS	30s	MONE	Y SAVED/I	EARNED _	1	5 %
STAKE								INCOME _						
	, ,	NON	-COMB	AT ABILI	TIES: CI	LÁSS ABI			THER OPTIO	NS				
NAME Aquatic I	NOTES You may h	old your br	eath for	165 minu	tes		NAME Man o		NOTES Always succe	ed w/ Cra	ıfting/Me	edicine c	hecks w	ith DCs
BSM (Investigator)		20 threat w				red in)	171071		up to 23, and					
Bright Idea		is, or Cha c					Natur	al Camouflage						
·5 · · · · · · · · · · · · · · · · ·		e per scene		.cc, Recpi	arc p		Plant		Immune to di					lamage
Lean Season		e only 1 cor		eal ner d	av (ineta	ad of 3)			as well as fixa					
Light Sleeper		never a Te					—— Teach		Share BSM (I					
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- FENS	3	13 = 1	0 + 3	. 1	1			1		ATI	VE	+2	_	1	. 1			
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WTALLT		21	1	wall	ins	16			BAS	E ATT	ACKS		\mathbf{I}		SAVING T	HRO	ws .	- {
VIIALIT		TOTAL C	URRENT	Man		TOTAL CUR	RENT	ATTACK TYPE	TOTAL	BASE ATTACI	ATTRIBUTE K MOD.	MISC. MOD.		VE (PE T		ASE AVE	ATTRIBUTE MOD.	MISC. MOD.
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SIZE			SIZE			REACH		WEAPO		RNG	SHOTS			OLIAI	LITIES/UPGRAI	DES		
Large			2x2			1				Milo	311013			Quit	or on the	220		
Luige			ZAZ				_	WEAPO	N 3		TYPE	AT	гк –	DMG	THE	EAT	SZ/HAND	WGT
GROUND	SPEE	D	OTHER S	PEED	TRA	WEL SPEED	K	WERL		RNG	SHOTS			QUAI	LITIES/UPGRAI	DES		
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PROFICIENT F	COPTE			FICIENT	EODTE							((XE)	ARMO	R 🕦			
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		BLUNT				BLACK POWI		- 100	0	11	nick hide	$-\frac{2}{1}$		DP	ACP		SPEED -	WGT
		EDGED HURLED				SIEGE WEAP	ONS	ARMO	11		_					na	tural	
ш		HUKLED								DISGUISE		RESISTANO	CES			UPO	GRADES	
							CÓ	MBAT ACT	FIONS									
ACTION	BON	IUS/MOVE	TIME	EFFECT														
Attack Actions Standard Attack			half	1	against 1 tar													
Bull Rush *	-	+8	full			ward 1 opponent; op	oposed A	Athletics check to	nush target	1 square +	- 1 additional squa	re per 4 over	opponer	nt result: tai	rget becomes s	nrawle	d	
Coup de Grace	_		full			rget only) hit = unco									3			
Disarm *	_		half			Standard Attack to d												
Feint	-	+1	half	Prestidi	gitation vs. N	lotice to render adjac	cent opp	onent flat-footed	!									
Grapple *	-	+8	full	Athletic	s vs. Athletic	s to render target he	ld; both	characters becor	ne <i>vulnerabl</i>	e and may	make additional A	Athletics (Str)) checks t	to gain Grap	ople benefits			
Pummel	-		full			= triple subdual dam	-											
Taunt		+13	half			se Motive to force o					ext action							
Threaten		+2	half			e to inflict 1d6 stress				ers								
Tire		+5	half			o inflict 1d6 subdual	-	,	onent									
Trip *	-	+1_	half	Acrobat	ics vs. Acrob	atics to render targe	t sprawle	ed										
Initiative Actions			1.16	(7 -		1) 4 1/1												
Aim		. 12	half			lly) +1 with Standard					L. W. L.	4) 6 4 6						
Anticipate	-	+13	half) + target base attack			ponus to De	eiense equa	aı to Wıs mod (mi	n. +1) for 1 fu	uii round					
Delay Distract		+6_	free half			round; max (10 + Ini Motivo to roduce on			for this	nd only								
Ready			full			Motive to reduce op ter during this round		э иниануе by 200	J 101 UIIS FOU	na only								
Refresh			1 round			n 1 action die's resul		ity or 2 wounds										
Movement Actions																		
Standard Move	3	60_ ft.	half	Move III	p to Speed in	any direction												
Handle item		0 ft.	half			p, or manipulate 1 of	oject											

Prepare to ride 1 trained animal or vehicle

1 Standard Move; +4 dodge bonus to Def for $1\ \mathrm{full}$ round

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

Stand or drop prone, become flat-footed

Mount/Dismount

Reposition

0 ft.

120 ft.

30 ft.

full

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



 $^{^{\}circ}$ The larger opponent gains a+2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

	CARRYING CAP	ACITY	-			REPUTATION	AND RENOWN		
IGHT LOAD Up to	o 180 Heavy load (-2 de	F/PHYSICAL,	1/2 SPEED) 18	31-540	LEGEND	REPUTATION	RI	ENOWN	
	F/PHYSICAL, CAN'T MOVE)	541+	His.		HEROIC RENOWN				
IFT (2 × HEAVY LOAD	D, NO MOVEMENT)1,08	0	Ca		MILITARY RENOWN				
USH/DRAG (2 × HEAV	/Y LOAD, 1/4 SPEED) 1,0 8	80		5	NOBLE RENOWN _				
			-		EAD			~	
IAME	EFFECT	SZ/HAND	CONST	WEIGHT	EAR NAME	EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	+2 Str for carrying	M/-	Soft 2	3	Fresh food (9)	Negates sickened		Brittle 1	9
Poctor's bag	For Medicine checks	D/2	Soft 1	2	Waterskin	Holds 2 quarts	T/1	Soft 1	5.5
Carver's kit	For Crafting checks	D/2	Hard 1	3					
Body paint (3)	+2 Blend (urban)	T/2	Soft 1	0.25					
Balm (3)	x2 vitality heal	T/2	Soft 1	1					
Bandages (10)	Negates bleeding	T/2	Soft 1	0.5					
eeches (4 hours)	x2 subdual heal	F/1	Brittle 1	0.5					
Dintment (3)	Re-roll disease save	F/1	Brittle 1	0.25					
Salve (3)	x2 wound heal	T/2	Soft 1	1					
Tonic (3)	Save vs. poison	F/1	Brittle 1	0.25	Total Encumbra	nce			33.25
				M	UNT			~	
				^^			•		
JAME		SIZE (FOOT	'PRINT)/REACH	() /	SPEED	T	RAVEL	
TTRIBUTES			INIT _		ATK DEF	RES	HEALTH	COMI	
KILLS									
QUALITIES									
TTACKS									
	N			VEI	HICLE			~	
IAME		SPEED	TR	RAVEL	SIZE/DEF	: OCC/LC	OAD	CONST	
QUALITIES									
	2011		~					~	
	CONTACT	1				CONTA	CT 2		
IAME	TRUST	_ SIZE/REAC	CH SPE	EED	NAME	TRUST _	SIZE/REAC	H SPE	ED
TTRIBUTES			REP COS	Γ	ATTRIBUTES			REP COS	Γ
NIT ATK	DEF RES	HEALTH	COM	P	INIT ATK _	DEF RES	HEALTH	COM	P
KILLS					SKILLS				
QUALITIES					QUALITIES				
TTACKS					ATTACKS				
EAR					GEAR				
	HOLDING	1	~			HOLDI	NG 2	~	
						1			
JAME	SCALE	GUEST	'S/ MA	X	NAME	SCAL	E GUEST	S/ MAX	X
PGRADES					UPGRADES				
			REP. COST		·			REP. COST	
				MAGI	CITEMS				
AME	ITEM L	VL ESSENC	CES			CHARMS			REP COST



CASTING LEVEL	SPELL POINTS	SPELLCASTING BONUS	TOTAL	_ =+	INT MOD.	MISC. MOD.
CREUS KNOWN	+++	CAVE DC	10	_= 10 +0	+	

					SPEL	L LIST			
NAME/SCHOOL Create Water	~	LEVEL 0	CASTING TIME 1 half	DISTANCE Close	AREA	DURATION Instant	SAVING THROW None	PREP COST None	EFFECT Create up to 2 gallons of water
Touch of Light		0	1 full	P or T	-	Instant	Will neg.	None	Target heals 1 damage or 1 vitality
Ranges:									
Personal									Happens at/to caster
Close									Up to 50 ft.
Local									Up to 250 ft.
Remote									Up to 1,000 ft.
Short Range									From caster, up to 50 ft.
Medium Range									From caster, up to 250 ft.
Long Range									From caster, up to 1,000 ft.
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		SPE	LLCASTING	ABILITIES: C	LASS ABILIT	TIES, FEATS, I	PATHS. AND	OTHER OF	PTIONS
NAME	NOTES				^^	NAME	NO'		
The Gift				ve with a Cast	ting Level				
	of 1 (three	times _I	per scene)						



ASPEN: RULES REFERENCE

ACTION DICE

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

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

SPECIES

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

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

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

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

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

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

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

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

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

SPECIALTY, CLASS, & FEATS

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

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

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

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

Inquisitive Mind: You gain 2 additional Interests (already factored). **Man of Reason:** You're well-versed in the most advanced techniques of your time. Whenever you fail a Crafting or Medicine check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is 23 or less. If several grades of success are possible, you achieve only the lowest possible positive result.

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

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

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

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

Trade Secrets: Your maximum Sense Motive rank is 11.

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

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

GEAR & SPELLS

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

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

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

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

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

JIRO KONATA – HUMAN LANCER

Age: 26

Height: 5 ft. 7 in. **Weight:** 145 lbs.

Distinguishing Characteristics

Exotic armor; ready wink; macho

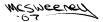
swagger

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.

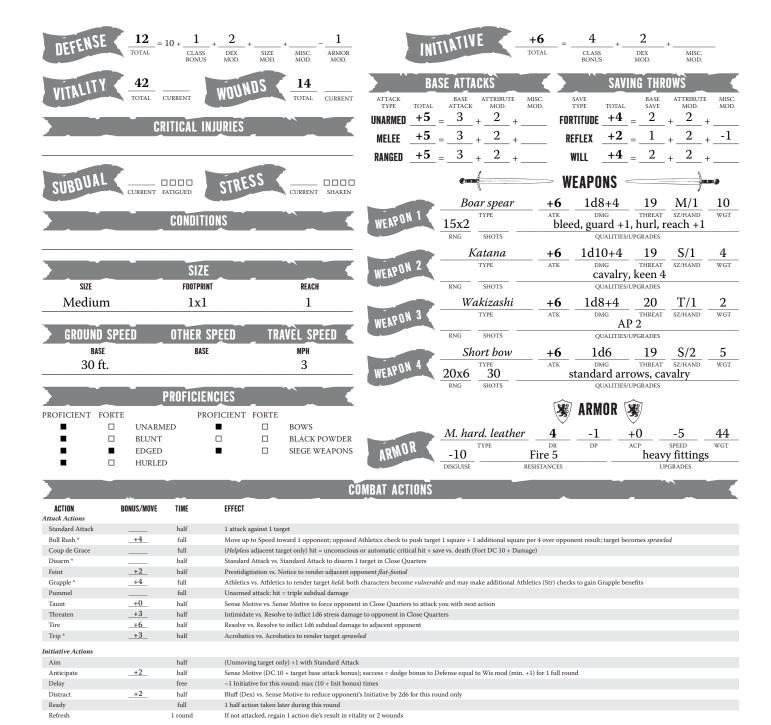
It is fortunate, then, that a killer as proficient as Jiro would also be so good-natured. He laughs loud and long, even at bad jokes, and loves to strut theatrically, especially before women. His friendship with the laconic Hro is something of a mystery but the men are loyal friends and strong warriors,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





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Draw, sheath, pick up, or manipulate 1 object

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

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

Prepare to ride 1 trained animal or vehicle

Stand or drop prone, become flat-footed

Movement Actions
Standard Move

Handle item

Mount/Dismou

Reposition

Run Total Defense 30_ ft.

0 ft

0 ft.

0 ft

120_ft.

30_ft.

half

half

full

half

full

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



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

	CARRYING CAPA	CITY				REPUTATION AND	RENOWN		
IGHT LOAD Up to	o 90 Heavy load (-2 def	/PHYSICAL, 1	/2 SPEED)9	1-270	LEGEND	REPUTATION	REN	OWN	
	/PHYSICAL, CAN'T MOVE)	271+	11		HEROIC RENOWN				
IFT (2 × HEAVY LOAD	, no movement)540		Ca		MILITARY RENOWN _	TITLE			
USH/DRAG (2 × HEAV	Y LOAD, 1/4 SPEED) 54 ()		5	NOBLE RENOWN				
			,	C.	AR			~	
AME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
addlebags	+2 Str. for carrying	M/-	Soft 2	5	Pouch	Holds 50 coins	Soft 1	D/-	0.5
00 ft. silk rope	Supports 750 lbs.	S/2	Soft 2	5	Magnet	Attracts 2 lbs.	Hard 3	T/1	1
Imbrella	Heat Resistance 4	S/1	Soft 2	3	Whistle	Heard 500'/1m away	Hard 1	D/1	0.1
Iooded lantern	Dim light 50 ft. radius	T/1	Brittle 1	2	Rice balls (3)	+3 Will saves (8 hrs.)	Soft 1	T/2	2
pints oil	2d6 fire damage	T/1	Brittle 1	2					
iresteel	Starts fire in 1 round	D/2	Hard 1	0.5					
Bedroll	Cold Resistance 4	S/-	Soft 1	3					
Grooming case	+1 Appearance bonus	D/1	Brittle 1	2					
Pations (7)	Feeds for 1 day each		Hard 1	5	Total Encumbrance	<u>e</u>			68.6
Waterskin	Holds 2 quarts	T/1	Soft 1	5.5	Horse Encumbranc	e (left column)			33
				MO	UNT			~	
Tsuvoi (V	Warhorse) (at TL 1)					_{SPEED} 50 ft. grou	ınd		5
~	14, Dex 12, Con 12, I4, W		_			. 01 222	HEALTH 15/	LVEL	
Athletics	+8, Notice +4	vis 10, Cha	6 INIT _	12	ATK <u>+4</u> DEF _	(saves are Fort +3 / Ref		COMP	
Coorlos	ss I (+4 Morale), improved	l stability (F	Huge Size for	r carrying.	Trample attacks, and	·		ore critical	1/scene)
Viale III	(dmg 2d8+2; threat 19-20						7,7 1 0 4 6 11 (1 6 1		
TTACKS KICK III	(amg 2ao+2, threat 1> 2	,,, 11umple	1 (umg 1u1)		20, IVI uita officiale a	ngees only)			
				VEH	ICLE				
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UALITIES									
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	CONTACT 1		,			GUNTAGE 2	4		
AME	TRUST	_ SIZE/REACI	H SP	EED	NAME	TRUST	_ SIZE/REACH	SPEI	ED
TTRIBUTES			REP COS	T	ATTRIBUTES			REP COST	
NIT ATK	DEF RES	HEALTH	COM	IP	INIT ATK	DEF RES	HEALTH _	COMP	
KILLS					SKILLS				
UALITIES					QUALITIES				
TTACKS					ATTACKS				
EAR					GEAR				
	HOLDING 1					HOLDING 2	2	~~	
AME	SCALE	GUESTS	S/ MA	X	NAME	SCALE	GUESTS	/ MAX	
PGRADES					UPGRADES				
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				MAGIC	ITEMS			~	
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JIRO KONAŢA: RULES REFERENCE

ACTION DICE

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

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

ORIGIN, CLASS, & FEATS

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

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

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

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

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

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

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

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

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

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

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

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

TRICKS

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

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

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

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

GEAR & MOUNT

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

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

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

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

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

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

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

Tough: Once per scene, Tsuyoi may ignore all damage from a single critical hit.

AILAYA — ELF MAGE

Age: 129

Height: 5 ft. 6 in. **Weight:** 103 lbs.

Distinguishing Characteristics

Flashy clothes; hauntingly beautiful eyes;

lithe grace

Background

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

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



Aila	ya	E	<u>lf</u>		encer		MA 20		maadi
CHARACTER NAME Mag	e 3	SPECIES/TALENT		SPECIALTY		57			
FIRST CLASS/LEVEL		SECOND CLASS/LEVEL		THIRD CLASS/LEVE	L	- // 💘			
PLAYER NAME		CURRENT XP		NEXT LEVEL		_			•
Female	129	5' 6"	103 lbs.	Haunting	Silver	ACTI	ON DICE	3	d4
GENDER	AGE	HEIGHT	WEIGHT	EYES	HAIR			STARTING DICE	DIE TYPE
	SICAL ATTRIE			NTAL ATTRIB		9	2	A ME	A
	ORE MODIFIER	IMPAIRED IMPAIRED SCORE MODIFIER	ATTRIBUTE NAME SCO		IMPAIRED IMPAIRED SCORE MODIFIER	3	Sec. 3	De Tro	34
STR 1	2 +1		INT 17	7 +3		2 S	9		
	2 +1		WIS 10	6 +3				MODILE TO THE REAL PROPERTY.	K
DEX			WISDOM					No.	Neg .
CON 1	1 +0		CHA 12	2 +1			MA	The I	7
CONSTITUTION			CHARISMA	SKILLS					AAX 6
ORIGIN SKILL	SUGGESTED	SKILL BONUS RANKS	ATTRIBUTE MISC.		GIN SKILL LL NAME	SUGGESTED ATTRIBUTES	SKILL		MISC. THREAT
SKILL NAME	ATTRIBUTES	BONUS RANKS	MOD. MOD.	RANGE SKII			BONUS RANKS	MOD.	MOD. RANGE
□ ACROBAT			† <u> </u>	=		INT _		_ 3 _	
■ ATHLETIC □ BLEND	S STR CHA	+ 6 _ 5	1			**15 _	+6 _ 5	+ + _	
□ BLUFF	СНА	=	·			TION DEA _	+6 = 6	, 0 ,	
☐ CRAFTING		+7 = 4	3 +			_	+6 ₌ 5	1 1	
□ DISGUISE	СНА	= -	+ +			_	+6 ₌ 3	3 +	
□ HAGGLE	WIS	=	+ +				+8 = 5	_ 3 +	
□ IMPRESS	СНА	+6 = 5	_1		SNEAK	DEX _	+4 = 3	_ 1	
□ INTIMIDA	TE WIS	<u>+8</u> = <u>5</u>	+ _3 +		SURVIVAL	WIS _	=	+ + _	
□ INVESTIG	ATE WIS	<u>+8</u> = <u>5</u>	+ _3 +		TACTICS	INT _	=	+ + _	
X		FOCUSES	~ ~			INT	ERESTS	TO: STU	TAL 3
CR	AFTING		RIDE		Language	o. Elvich	S+	udy: Elf L	ands
		Ri	ding Mounts		Language:			tudy: Gar	
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								8	8 - 7
	_			CURRIAT				~	
				SUBPLOT				-	
		□ COMPLETED			□ COMPLE	TED			COMPLETED
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		COIN	~			LIF	ESTYLE	TO LIFES	TAL TYLE 3
			-		PANACHE	3		RUDENCE	0
COIN IN HAND _		26s		Δ DD	EARANCE BONUS .	+2	MONEY SAVED		15 %
STAKE _				7111	INCOME	30s	MONET SAVED	LARINED	
		NON COM	AT ADULTUC- O	LACC ADULT		OTHER ARTION	c	~	
NAME	NOTES	NUN-CUME	AT ABILITIES: C	NAN T A22 ARITIII		OTHER OPTION NOTES	3		
Aloof		ange w/ Impress an	d Sense Motive ch		tural Elegance	+1 Appearance	bonus (already	factored in)
	targeting	other species		Sha	rp Hearing	Hearing range	increments are	160 ft. each	
Fey	Natural a	nimals refuse to atta	ck you (and may f	lee)		Always act dur	ing surprise rou	ınds	
						<u> </u>			



PEFENSE	15 =	10 + 1	. 1 .	. 3 _	1	1111	TATIV	E	+8	=	2	1	. 5	
DELENGA	TOTAL	CLASS BONUS	DEX SIZE MOD. MOD.	MISC. ARMOR MOD. MOD.		INI	IIAII		TOTAL		CLASS BONUS	DEX MOD.	MISC. MOD.	
VITALITY	_18]	WOUNDS			BA	SE ATTA					VING THR		
		URRENT		TOTAL CURRENT	ATTACK TYPE UNARMED	тотаl +2	BASE ATTACK _ 1	ATTRIBUTE MOD.	MISC. MOD.	Т	AVE YPE TOT		ATTRIBUTI MOD.	MISC. MOD.
	CR	ITICAL IN	JURIES		MELEE	+2	 _ 1	1 +			FLEX +2		₊ 1	+
					RANGED	+2	₌ 1	+ 1 +		W	ILL +0	6 = 3	+ 3	+
SUBDUAL	CURRENT F.	ATIGUED	STRESS	CURRENT SHAKEN			(-m	-		> WI	APONS			
	CORRENT	ATIGOLD		CORRENT STAREN			N	o-dachi		-3_	1d12+		M/2	_6
		CONDITI	DNS		WEAPO		RNG	SHOTS		ΛΤΚ ΛΡ 4,		elf-made,	sz/hand guard +	·2
							Thro	wing kniv		-2_	1d4+1		_D/1_	0.5
SIZE		SIZE		REACH	WEAPO	1 2	15x3	$\frac{10}{\text{SHOTS}}$		ATK		THREAT ISONOUS	SZ/HAND	WGT
Medium	ı	1x1		1										
anauun	00	OTUED O			WEAPO	4 3		TYPE	A	TK	DMG	THREAT	SZ/HAND	WGT
GROUND	SPEED	OTHER S	PEED TRA	NEL SPEED			RNG	SHOTS			QUALIT	IES/UPGRADES		
50 ft.	•	DASE		47	WEAPOI	4		TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
		PROFICIEN	IOIEC				RNG	SHOTS			QUALIT	IES/UPGRADES		
■		PRC ED	PRICIENT FORTE	BOWS BLACK POWDER SIEGE WEAPONS	ARMO	R	DISGUISE	ТҮРЕ	RESISTAN	DR ICES	ARMOR	ACP UP	SPEED	WGT
				C	OMBAT ACT	IONS							_	
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT											
Standard Attack Bull Rush *		half full	1 attack against 1 tar Move up to Speed to	get ward 1 opponent; opposed	Athletics check to	push targe	t 1 square +	1 additional squa	are per 4 ove	er oppon	ent result: targe	t becomes sprawle	ed	
Coup de Grace		full	(Helpless adjacent tar	get only) hit = unconscious	s or automatic crit	ical hit + sa				- 11	, , , ,	,		
Disarm * Feint	_+6_	half half		tandard Attack to disarm 1										
Grapple *	+4_	full		otice to render adjacent op s to render target held; both			le and may n	nake additional A	Athletics (St	r) checks	to gain Grapple	e benefits		
Pummel		full	Unarmed attack: hit	triple subdual damage										
Taunt	_+8_	half		se Motive to force opponen				xt action						
Threaten	_+8	half		e to inflict 1d6 stress damag			ters							
Tire Trip *	_+6_ _+1_	half half		o inflict 1d6 subdual damag atics to render target <i>spraw</i>		nent								
Initiative Actions		11111	Terobatics vs. Terob	actes to render target spran										
Aim		half	(Unmoving target on	ly) +1 with Standard Attack	k									
Anticipate	_+8_	half		+ target base attack bonus		bonus to D	efense equal	l to Wis mod (mi	in. +1) for 1	full roun	d			
Delay		free	−1 Initiative for this	round; max (10 + Init bonus	s) times									
Distract	_+1_	half		Motive to reduce opponent	t's Initiative by 2d6	for this ro	and only							
Ready		full	1 half action taken la		dity or 2									
Refresh		1 round	If not attacked, regai	n 1 action die's result in vita	anty or 2 wounds									
Movement Actions	F0 -	1 16	.,	V										
Standard Move Handle item	<u>50_</u> ft. 0 ft.	half half	Move up to Speed in	any direction o, or manipulate 1 object										
Mount/Dismount	0 ft.	full	Prepare to ride 1 trai											
Reposition	0 ft.	half	Stand or drop prone,											
Run	_200_ ft.	full		raight line (3 × Speed in ful	ll armor); become	flat-footed								
Total Defense	_50_ ft.	full	1 Standard Move; +4	dodge bonus to Def for 1 fo	ull round									
* The larger opponent	gains a +2 bonus per	category of Siz	e difference (except in the	e initiation of a Grapple, w	when the smaller o	pponent ge	ains this ber	nefit).						

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



	CARRYING CAP	ACITY	· ·			REPUTATION AN	ID RENOWN		
IGHT LOAD Up t	to 70 HEAVY LOAD (-2 DEI	P/PHYSICAL,	1/2 SPEED)	71-210	LEGEND	REPUTATION	RE	NOWN	
	F/PHYSICAL, CAN'T MOVE)	211+	11		HEROIC RENOWN				
IFT (2 × HEAVY LOA	d, no movement) 420		Con		MILITARY RENOWN	I TITLE			
USH/DRAG (2 × HEA	VY LOAD, 1/4 SPEED)420)		Com	NOBLE RENOWN _	TITLE			
				GF	AR			~	
AME	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	+2 Str. for carrying	S/-	Soft 1	3	Mage's pouch	For Spellcasting	D/2	Hard 1	4
edroll	Cold Resistance 4	S/-	Soft 1	3					
Grooming case	+1 Appearance bonus	D/1	Brittle 1		Pouch	Holds 50 coins		Soft 1	1.5
ations (7)	Feeds 1 for 1 day each	T/2	Hard 1	5					
Vaterskin	Holds 2 quarts	T/1	Soft 1	5.5					
									
					Total Encumbra				30.5
								~	50.5
				MO	UNT				
AME		SIZE (FOOT	PRINT)/REACH	H (_) /	SPEED	TR	AVEL	
TTRIBUTES			INIT		ATK DEF	RES	HEALTH	COMI	·
KILLS									
UALITIES									
TTACKS									
				VEH	ICLE				
AME		SPEED	Т	RAVEL	SIZE/DEF	OCC/LOAI)	CONST	
UALITIES									
	CONTROL	,	~			CONTAC		~	
	CONTACT		,		4	CONTAC	1 2		
AME	TRUST	_ SIZE/REAC	CH SI	PEED	NAME	TRUST	SIZE/REACH	H SPE	EED
TTRIBUTES			REP CO	ST	ATTRIBUTES			REP COS	Γ
NIT ATK	DEF RES	HEALTH	COM	MP	INIT ATK _	DEF RES	HEALTH	COM	P
KILLS					SKILLS				
UALITIES					QUALITIES				
EAR					GEAR				
	HOLDING 1					HOLDIN	3 2		
AME	SCALE	GUEST	'S/ M	AX	NAME	SCALE	GUESTS	/ MA	X
PGRADES					UPGRADES				
			REP. COS	Т				REP. COST	
				MACIC	ITEMS			~	
AME	ITEM LY	/L ESSENC	CES	WAGIL	HEMO	CHARMS			REP COST
rmband of Prote			I (auto-save	once per so	cene)	+3 Defense Bonus (alre	ady factored in	ı)	30



CASTING LEVEL 3 SPELL POINTS 6 SPELLCASTING BONUS 11 = 6 + 3 + 2 MISC. MOD. MOD. MOD.

SPELLS KNOWN 24 = 4

				SPEL	L LIST			
NAME/SCHOOL	LEVEL	CASTING TIME	DISTANCE	AREA	DURATION	SAVING THROW	PREP COST	EFFECT
Feather Fall	0	1 free	Close	30 ft. sphere	3 rounds	-	-	3 characters/objects fall 60 ft./round
Glow I	0	1 half	Touch	60 ft. sphere	30 min. (d)	-	-	30 ft. bright light, 30 ft. dim light
Read Magic	0	1 full	Personal	-	Instant	-	-	Decipher arcane script
Touch of Light	0	1 full	P or T	-	Instant	Will neg.		Heal 1 damage or 1 vitality
Water Walk	0	1 half	P or T	-	3 minutes	-		Walk on water
Whispers	0	1 free	Local	-	1 minute			Inaudible conversation
Alarm	1	 1 half	Close	20 ft. sphere	6 hours (d)		-	Audible or mental alarm
Color Spray	1	1 half	Personal	15 ft. cone	Instant	Will neg.	-	Blind 1d4 rounds + stun 1 round
Cure Wounds I	1	1 full	Touch	-	Instant	Will half	-	Heal 10 damage/10 vitality or 1 wound
Deathwatch **	1	1 half	Personal	30 ft. cone	30 minutes	-	-	Know state of characters in Area
Detect Magic	1	1 half	Personal	60 ft. cone	Conc.+3 min.	-	-	Sense magic in Area
Identify I	1	8 hours	Touch	-	Instant	-	1	Learn details of 1 magic item
Jump	1	1 half	Touch	-	3 minutes (d)	-	-	+9 Jump check bonus, no height limit
Magic Missile	1	1 half	S. Range	-	Instant	-	-	3 missiles, 1d6 force damage each
Magic Weapon I	1	1 full	Touch	-	3 minutes (d)	-	-	+1 magic bonus to attack and damage
Ray of Enfeeblement **	1	1 half	S. Range	-	3 minutes	-		Target suffers 2 Str. impairment
Scare I	1	1 half	Close	-	Instant	Will neg.	-	Frighten 1d6 rounds
Scrye I	1	10 minutes	Remote	-	3 minutes (d)	-	-	Witness 1 fixed, known location
Shatter	1	1 half	Close	1 square	Instant	Refl. neg.	-	Destroys fragile objects up to 1 lb.
Shield	1	1 half	Personal		3 minutes (d)		_	1/2 cover, negates Magic Missile
Sleep	1	1 round	Close	10 ft. sphere	3 minutes	Will neg.		Targets in Area fall asleep
Tinker I	1	1 half	Touch	-	Instant	-	-	Repairs 1 object up to 1 lb.
True Strike I **	1	1 half	Personal	-	1 round			Next attack +6 attack, -2 error range
Unseen Servant	1	1 half	Close		3 hours			Mindless, shapeless form appears
Ranges:								
Personal								Happens at/to caster
Close								Up to 50 ft.
Local								Up to 250 ft.
Remote								Up to 1,000 ft.
Short Range								From caster, up to 50 ft.
Medium Range								From caster, up to 250 ft.
Long Range								From caster, up to 1,000 ft.

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



AILAYA: RULES REFERENCE

ACTION DICE

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

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

SPECIES

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

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

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

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

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

SPECIALTY, CLASS, & FEATS

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

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

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

Decisive: You gain a +5 bonus with Initiative (already factored in). **Edged Proficiency:** You gain the Edged proficiency (factored in).

Fast: Your Ground Speed increases by 10 ft. (already factored in).

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

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

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

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

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

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

GEAR & MAGIC ITEMS

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

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

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

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

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

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

AILAYA: SPELL REFERENCE

LEVEL O SPELLS

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

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

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

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

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

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

LEVEL 1 SPELLS

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

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

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

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

GITAMONAZUMAMON (AKA GIT) - GOBLIN PRIEST

Age: 19

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

Distinguishing Characteristics

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

Background

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

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



Git			oblin		Cleric			TM
CHARACTER NAME Priest	: 3	SPECIES/TALENT		SPECIALTY		57/1		
FIRST CLASS/LEVEL		SECOND CLASS/LEVEL		THIRD CLAS	SS/LEVEL			
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□ BLEND	CHA	=	+ +		□ PRESTIDIGITAT		= + +	
□ BLUFF	CHA		+ +		□ RESOLVE	CON +5		·
■ CRAFTING		=	+ +		□ RIDE *	DEX	= _ + _ +	·
□ DISGUISE	CHA	=	. + +		□ SEARCH	INT+8	= + + 3 - 6 + 2	
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ACTION	R	ONUS/MOVE	TIME	EFFECT			A TOTTORO							
Attack Actions		ONUS/ MUYL		LITEGI										
Standard Attack Bull Rush *			half full	1 attack ag		get ward 1 opponent; opposed A	۸ <u> </u>		1 - 4 dist 1	1			11	
Coup de Grace		_+3_	full	-	-	rget only) hit = unconscious			-		ient resuit; target	becomes spraw	ea	
Disarm *			half			Standard Attack to disarm 1				- 0 - /				
Feint		_+1	half	Prestidigita	ation vs. N	otice to render adjacent opp	oonent flat-footed							
Grapple *		+5_	full	Athletics v	s. Athletic	s to render target <i>held</i> ; both	characters become vulner	able and may n	nake additional Ath	letics (Str) check	s to gain Grapple	benefits		
Pummel			full	Unarmed a	attack: hit	= triple subdual damage								
Taunt		_+8_	half			se Motive to force opponent	•		t action					
Threaten		_+8	half			e to inflict 1d6 stress damage		arters						
Tire		_+5_ +4	half			o inflict 1d6 subdual damage								
Trip *		_+4	half	Acrobatics	vs. Acrob	atics to render target sprawl	eu							
Initiative Actions														
Aim		. 0	half			ly) +1 with Standard Attack		- 4						
Anticipate		_+8	half) + target base attack bonus)		Detense equal	to Wis mod (min.	+1) for 1 full rou	nd			
Delay Distract		±1	free half			round; max (10 + Init bonus)		round c=l-						
Ready		_+1_	full			Motive to reduce opponent' ter during this round	a muddive by 200 for this	ound only						
Refresh			1 round			n 1 action die's result in vital	lity or 2 wounds							
M 4	_													

Move up to Speed in any direction

Draw, sheath, pick up, or manipulate 1 object

1 Standard Move; +4 dodge bonus to Def for $1\ \mathrm{full}\ \mathrm{round}$

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

Prepare to ride 1 trained animal or vehicle

Stand or drop prone, become flat-footed

Standard Move

Mount/Dismount

Handle item

Reposition

20_ft.

0 ft.

0 ft.

80_ ft.

20 ft.

half

half

full

full

full

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



 $^{^\}circ$ The larger opponent gains a+2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

	CARRYING CAP								
GHT LOAD Up t	to 60 HEAVY LOAD (-2 DE	F/PHYSICAL, 1	/2 SPEED)	61-180	LEGEND	REPUTATION	RE	NOWN	
ERLOADED (-5 DE	F/PHYSICAL, CAN'T MOVE)	181+	111		HEROIC RENOWN	TITLE			
T (2 × HEAVY LOAI	d, no movement)360)	Cal			TITLE			
SH/DRAG (2 × HEA	VY LOAD, 1/4 SPEED)360	0		1	NOBLE RENOWN	TITLE			
				CE	AR			~	
ME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
uch	Holds 50 coins	D/-	Soft 1	3	Holy symbols	+2 to Turn DC	T/1	Hard 2	3
resteel	Starts fire in 1 round	D/2	Hard 1	0.5					
uch	Holds 50 coins		Soft 1						
igury bones	+2 Relax	D/1	Hard 1	1					
uch	Holds 50 coins		Soft 1						
unk of meat	-1 fatigued condition	T/2	Soft 1	1.5					
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TACKS	CONTACT TRUST	SIZE/REAC	H SI	PPEED	NAMEATTRIBUTESINIT ATK	CONTAC	T 2 SIZE/REACH HEALTH	H SPI	Т
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CASTING LEVEL 3	SPELL POIN
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	SPELLCASTING B	

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SPELLS KNOWN

TOTAL RANKS WISDOM MISC.

SAVE DC

11 ___ = 10 + ___ + ___ + ___ FI

414				SPEL	L LIST			
NAME/SCHOOL Blindness/Deafness	LEVEL 2	CASTING TIME 1 half	DISTANCE Touch	AREA	DURATION 3 minutes (d)	SAVING THROW Fort. neg.	PREP COST	EFFECT Target is blinded or deafened
Ray of Enfeeblement	1	1 half	S. Range		3 minutes			Target suffers 2 Str impairment
Ranges:								
Personal								Happens at/to caster
Close								Up to 50 ft.
Local								Up to 250 ft.
Remote								Up to 1,000 ft.
Short Range								From caster, up to 50 ft.
Medium Range								From caster, up to 250 ft.
Long Range								From caster, up to 1,000 ft.
								·

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



GITAMONAZUMAMON: RULES REFERENCE

ACTION DICE

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

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

SPECIES

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

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

SPECIALTY, CLASS, & FEATS

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

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

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

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

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

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

PATH OF CURSES

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

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

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

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

GEAR & MAGIC ITEMS

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

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

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

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

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

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

RAELIA CLOUDSPLITTER - GIANT SAGE

Age: 93

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

Distinguishing Characteristics

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

Background

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

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

PERSONAL LIEUTENANT — HAMLIN HIGHTOWER

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

assistance I, best of the best), feat (Fortune Favors the Bold)

Attacks/Weapons: Bola \times 3 (dmg 1d4 subdual; threat 19–20; range: 20 ft. \times 3; qualities: cavalry, finesse, trip), dagger (dmg 1d4+1 lethal; threat 19–20; qualities: bleed, finesse, hurl)

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

Raelia Clouds	plitter		ant		Bard									
Sage 3		SPECIES/TALENT		SP	ECIALTY			57						
FIRST CLASS/LEVEL		SECOND CLASS/LEVEL		TH	HIRD CLASS/	LEVEL		-			A PI	MAIN!		
PLAYER NAME		CURRENT XP		NE	EXT LEVEL				av nice					
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□ BLUFF	СНА	$\frac{-12}{+3} = \frac{2}{1}$	+ + -			□ RESO		CON	=	+	_ +			
□ CRAFTING *	INT	$\frac{-13}{+1} = \frac{1}{1}$	+ 2 + -			□ RIDE		DEX	<u>+7</u> =	+	+			
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□ HAGGLE	WIS	$\frac{+7}{+6} = \frac{3}{6}$	+ 2 + -				MOTIVE		+5 _	$\frac{3}{5} + \frac{2}{0}$	_ +			
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		NON-COM	BAT ABILIT	IES: CLÁS	SS ABIL	ITIES, FEA	rs, and o	THER OPTION	IS		~~			
NAME Assistance I	NOTES Teammate	e: +1 error range to	make check	k in 1/2 tir		NAME Free Hint		NOTES Gain a free hir	nt or actio	n die (once	per sessio	n)		
Beguiling		et with successful						Hamlin Hight		<u>-</u>				
Best of the Best	Apply skill	bonus to teamma	te's check (o	nce per so	cene)	Practiced In	ıpress	If check + acti	on die res	ult fails, ret	ain action	die		
Breadth of Exp.	Blend, Blu	ff, Prestidigitation,	Sneak are c	lass skills		Well-Round	ed	May always pu	ırchase th	e first 5 ran	ks in Chap	o. 2 skills		
Encouragement		ammate +1 bonus			cene)	Wise Counc		Spend action of						



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■ [)			Amm	-8		Edged 4 RESISTANCES			nt-made PGRADES	
											~	
	314			CO	IMBAT ACTIONS							
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT									
Standard Attack Bull Rush *		half full	1 attack against 1 t Move up to Speed	arget toward 1 opponent; opposed A	Athletics check to push targe	et 1 square +	- 1 additional squar	re per 4 over oppo	nent result: target	hecomes sprawl	ed	
Coup de Grace		full		target only) hit = unconscious					nene result, target	occomes sprams		
Disarm *		half		s. Standard Attack to disarm 1								
Feint	<u>+2</u>	half		Notice to render adjacent opp			1 1100 110	.11 (7)				
Grapple * Pummel	_+8	full full		tics to render target <i>held</i> ; both it = triple subdual damage	characters become vulneral	ble and may	make additional A	thletics (Str) chec	ks to gain Grapple	benefits		
Taunt		half		ense Motive to force opponent	t in Close Quarters to attack	you with ne	ext action					
Threaten	_+2_	half	Intimidate vs. Reso	olve to inflict 1d6 stress damag	e to opponent in Close Qua	rters						
Tire	_+4_	half		e to inflict 1d6 subdual damage								
Trip *	_+0	half	Acrobatics vs. Acr	obatics to render target sprawl	led							
Initiative Actions		1 16	4.7	1) 4 11 9 1 1 1 1								
Aim Anticipate	_+7_	half half		only) +1 with Standard Attack 10 + target base attack bonus)		Defense een	al to Wis mod (min	+1) for 1 full ro	ınd			
Delay		free		is round; max (10 + Init bonus		ociciise equi	wis mou (IIII	, 1, 101 1 1uii 10	****			
Distract	+2_	half		se Motive to reduce opponent		ound only						
Ready		full		later during this round								
Refresh		1 round	If not attacked, reg	gain 1 action die's result in vital	lity or 2 wounds							

Move up to Speed in any direction

Draw, sheath, pick up, or manipulate 1 object

1 Standard Move; +4 dodge bonus to Def for $1\ \mathrm{full}\ \mathrm{round}$

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

Prepare to ride 1 trained animal or vehicle $\,$

Stand or drop prone, become flat-footed

Movement Actions

Standard Move

Mount/Dismount

Handle item

Reposition

50_ft.

0 ft.

0 ft.

200_ft.

50 ft.

half

half

full

full

full

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



 $^{^{\}circ}$ The larger opponent gains a+2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

OVERLOADED (–5 DEI	0 180 HEAVY LOAD (-2 DEF F/PHYSICAL, CAN'T MOVE)	541+ 0	./2 SPEED) _1		LEGEND HEROIC RENOWN MILITARY RENOWN NOBLE RENOWN _	TITI	.E		NOWN	
LANG.	THE CONTRACTOR OF THE CONTRACT	GZGLLAND	GONGE		AR	FFFFGT		CZULIND	GONGE	NATION I
IAME Backpack	EFFECT +2 Str. for carrying	sz/hand L/-	CONST Soft 2	WEIGHT 3	NAME Large sack	EFFECT Holds 25 lbs	s.	SZ/HAND S/1	CONST Soft 1	WEIGHT 1
Bedroll	Cold Resistance 4	L/-	Soft 1	3	Doctor's bag	For Medicir	ne checks	D/2	Soft 1	2
Sextant	+2 to navigate Know.	F/1	Brittle 1	1	Rations (14)	Feeds 1 for	1 day each	T/2	Hard 1	10
Grooming case	+1 Appearance bonus		Brittle 1		Waterskin	Holds 2 qua	rts		Soft 1	5.5
					Pouch	Holds 50 co	ins	D/-	Soft 1	1
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JAME	TRUST	_ SIZE/REAC	H SI	PEED	NAME	ТІ	RUST	SIZE/REACH	SPEI	ED
TTRIBUTES					ATTRIBUTES					·
NIT ATK	DEF RES	HEALTH			INIT ATK		RES	HEALTH_	COMP	·
GEAR					GEAR					
	HOLDING 1		~				OLDING 2		~~	
JAME	SCALE	GUEST	S/ M	AX	NAME		SCALE	GUESTS	/ MAX	
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		<u> </u>	REP. COS						REP. COST	
IAME	ITEM IX	/L ESSENC	ES	MAGIC	ITEMS	CHARMS				REP COST
						-				



RAELIA CLOUDSPLITTER: RULES REFERENCE

ACTION DICE

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

SPECIES

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

Natural Attack: You have a natural attack.

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

SPECIALTY, CLASS, & FEATS

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

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

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

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

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

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

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

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

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

GEAR & PERSONAL LIEUTENANT

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

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

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

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

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

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

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

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

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

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

HAMLIN HIGHTOWER - PECH SAGE

Age: 43

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

Distinguishing Characteristics

Optimistic, pleasant demeanor; rugged but attractive features

Background

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

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

PERSONAL LIEUTENANT — RAELIA CLOUDSPLITTER

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

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

lethal; threat 19–20; qualities: *keen 4, reach* +1; notes: threat 17–20 vs. M and smaller targets), giant-made long-sword (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 High	tower		Pech		Bard						
CHARACTER NAME Sage 3		SPECIES/TALENT		SPECIALTY							
FIRST CLASS/LEVEL		SECOND CLASS/I	LEVEL	THIRD CLASS	/LEVEL						
PLAYER NAME		CURRENT XP		NEXT LEVEL		_		•			
Male	43	3' 6"	54 lbs.	Beam	ing Spiky	ACTION	DICE 3	d4			
GENDER AGI		HEIGHT	WEIGHT	EYES	HAIR		STARTING DICE	DIE TYPE			
	CAL ATTRIBI			MENTAL ATT				1			
ATTRIBUTE NAME SCORE	MODIFIER	IMPAIRED IMPAIRI SCORE MODIFI	ED ATTRIBUTE ER NAME	SCORE MODIFIEI	IMPAIRED IMPAIRED SCORE MODIFIER						
STR <u>12</u>	+1		_ INT _	14 +2	.		SEA.				
DEX 16	+3		INTELLIGENCE WIS _	13 +1				The same			
DEA			– WISDOM –		-	₹					
CON <u>12</u>	+1		_ VIIN _	14 +2	.			(-)			
CONSTITUTION			CHARISMA	0//11	10			MAY .			
ORIGIN SKILL	SUGGESTED	SKILL	ATTRIBUTE MISC.	SKII . THREAT		SUGGESTED SK	ILL ATTRIBUTE	MAX ANKS 6			
SKILL NAME	ATTRIBUTES	BONUS R	ANKS MOD. MOD.		SKILL NAME	ATTRIBUTES BO	NUS RANKS MOD.	MOD. RANGE			
□ ACROBATICS	DEX	= - +6 _	5 1 +		□ MEDICINE		' ' .				
■ ATHLETICS	STR	+2 = -	$\frac{3}{2} + \frac{1}{0} + \dots$		□ NOTICE		+ +				
□ BLEND	CHA	+4 = -	$\frac{2}{2} + \frac{3}{2} + \dots$		□ PRESTIDIGITA	ATION DEX _+ CON _+	' ' .				
□ BLUFF □ CRAFTING *	CHA INT	+3	1 2		□ RESOLVE □ RIDE *	DEX +	' ' ' .				
☐ DISGUISE	CHA	+3 =	1 + 2 +		□ SEARCH	INT +	8 - 6 + 2				
□ HAGGLE	WIS	+6 =	5 , 1 ,		☐ SENSE MOTIV		' ' .				
■ IMPRESS	СНА	+7 =	5 , 2 ,		□ SNEAK	DEX +	8 = 5 + 3 +				
□ INTIMIDATE	WIS		+ +		□ SURVIVAL	WIS	= + +				
□ INVESTIGATE	WIS	_+6_ = _	5 + 1 +		□ TACTICS	INT +	4 = 2 + 2 +				
		FOCUSES	- ~			INTER	PESTS TO STILL	TAL 3			
CRAFT	TING		RIDE		Langua						
Cartogra	anhy		Land Vehicles	•	Language:		Study: Pech Study: The I				
Cartogra	арпу		Land venicles	,	Language.	Common	Study: Cartos				
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		COIN	~			LIFES	TYLE TO LIFE:	TAL 2			
					PANACHE	2	PRUDENCE	0			
		23									
COIN IN HAND		23	<u> </u>		APPEARANCE BONUS	+1	MONEY SAVED/EARNED	15 %			
STAKE		23	3			+1 20s	MONEY SAVED/EARNED	15 %			
				: CLÁSS ABI	APPEARANCE BONUS INCOME	20s	MONEY SAVED/EARNED	15 %			
STAKE	NOTES	NON-	COMBAT ABILITIES:	^^	APPEARANCE BONUS INCOME LITIES, FEATS, AND NAME	20s OTHER OPTIONS NOTES	~				
STAKENAME Assistance I		NON-		^^	APPEARANCE BONUS INCOME LITIES, FEATS, AND	20s OTHER OPTIONS NOTES	MONEY SAVED/EARNED				
STAKENAME Assistance I	Teammate	NON-	COMBAT ABILITIES:	1/2 time	APPEARANCE BONUS INCOME LITIES, FEATS, AND NAME	20s OTHER OPTIONS NOTES Gain a free hint of	~	ssion)			
STAKE	Teammate Fixate targe	NON-1 : +1 error ranget with success	COMBAT ABILITIES:	1/2 time	APPEARANCE BONUS INCOME LITIES, FEATS, AND NAME Free Hint	20s OTHER OPTIONS NOTES Gain a free hint of the control of the	or action die (once per se	ssion)			
STAKE NAME Assistance I Beguiling	Teammate Fixate targe Apply skill	NON- +1 error ranget with success bonus to tear	COMBAT ABILITIES: ge to make check in sful Taunt	1/2 time	APPEARANCE BONUS INCOME LITIES, FEATS, AND NAME Free Hint Hearty Appetite	20s OTHER OPTIONS NOTES Gain a free hint of the control of the	or action die (once per se n 2 food and 2 drink per o	ssion) day sheet)			
NAME Assistance I Beguiling Best of the Best	Teammate Fixate targe Apply skill Grant a tea	NON- +1 error ranget with success bonus to tear	ge to make check in sful Taunt nmate's check (once	1/2 time	APPEARANCE BONUS INCOME LITIES, FEATS, AND NAME Free Hint Hearty Appetite Personal Lieutename	20s OTHER OPTIONS NOTES Gain a free hint of the control of the	or action die (once per se n 2 food and 2 drink per c tter (Giant Sage - see bio	ssion) day sheet)			
NAME Assistance I Beguiling Best of the Best Encouragement	Teammate Fixate targe Apply skill Grant a tea Maximum	NON- +1 error ranget with success bonus to tear mmate +1 bo Resolve rank	ge to make check in sful Taunt nmate's check (once nus with saves (once is 8	1/2 time	APPEARANCE BONUS INCOME LITIES, FEATS, AND NAME Free Hint Hearty Appetite Personal Lieutenam Practiced Impress	20s OTHER OPTIONS NOTES Gain a free hint of the control of the c	or action die (once per se n 2 food and 2 drink per o ter (Giant Sage - see bio die result fails, retain act	ssion) day sheet) cion die Chap. 2 skills			



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VIIIA	TOTAL (CURRENT	MOO	TOTAL CURRENT	ATTACK TYPE TOTAL	BASE ATTACK	ATTRIBUTE MOD.	MISC. MOD.	SAVE TYPE TOTA		ATTRIBUTE MOD.	MISC. MOD.
	CR	RITICAL IN	JURIES			=	+ _1 +	FOI	RTITUDE <u>+3</u>		+ _1	+
					MELEE $+3$	=	+ _1+	R	EFLEX +5		+ _3	+
					RANGED $+5$	= _2	+ _3_ +	·	WILL <u>+3</u>	<u>3</u> =2	+ _1	+
CURDUAL			STRESS			€·m	-	W	EAPONS		-	
300	CURRENT F	ATIGUED	31	CURRENT SHAKEN			Bola	+6	1d6+1	19	S/1	2
		CONDITI	ONS		WEAPON 1	20x3	TYPE 3	inflicts sub		THREAT age, cava	lry, fines	se, trip
						1	Dagger	+6	1d6+1	19	D/1	1
		SIZE			WEAPON 2	15x2	TYPE 1	ATK	bleed f	inesse, hu	SZ/HAND	WGT
SIZE		FOOTPRIN		REACH	WEIN	RNG	SHOTS			IES/UPGRADES	411	
Small		1x1		1								
				~	WEAPON 3		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
GROUND S	PEED	OTHER S	SPEED TR	AVÈL SPEED		RNG	SHOTS		QUALITI	IES/UPGRADES		
BASE		BASE		MPH								
25 ft.				3	WEAPON 4		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
		PROFICIE	NCIES			RNG	SHOTS		QUALITI	IES/UPGRADES		
PROFICIENT FOI			OFICIENT FORTE					38	ARMOR	35		
		IED		BOWS		Mod	l. Leather	\mathbf{r} 2	+0	+0	-5	15
	□ BLUNT ■ EDGED			BLACK POWDER SIEGE WEAPONS	ARMOR		TYPE	DR	DP	ACP	SPEED	WGT
	HURLEI)			Ann	+4		Fire 5			h-made PGRADES	
				rī	MBAT ACTIONS					, , ,		
ACTION	BONUS/MOVE	TIME	EFFECT		MBRI ROTTONS							
Attack Actions	2011007 111012											
Standard Attack Bull Rush *		half										
		full	1 attack against 1 tar Move up to Speed to	rget oward 1 opponent; opposed 1	Athletics check to push targe	et 1 square + :	1 additional squ	are per 4 over oppo	nent result; target	becomes sprawi	led	
Coup de Grace		full	Move up to Speed to (Helpless adjacent ta	oward 1 opponent; opposed a arget only) hit = unconscious	or automatic critical hit + sa				nent result; target	becomes sprawl	led	
			Move up to Speed to (Helpless adjacent ta Standard Attack vs.	oward 1 opponent; opposed	or automatic critical hit + sa target in Close Quarters				nent result; target	t becomes <i>sprawl</i>	led	
Coup de Grace Disarm * Feint Grapple *		full half half full	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic	oward 1 opponent; opposed <i>i</i> surget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opposes to render target <i>held</i> ; both	or automatic critical hit + sa target in Close Quarters conent <i>flat-footed</i>	ive vs. death (Fort DC 10 + E	Damage)			led	
Coup de Grace Disarm * Feint		full half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit	oward 1 opponent; opposed <i>i</i> rrget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opp	or automatic critical hit + sa target in Close Quarters conent <i>flat-footed</i> characters become <i>vulneral</i>	eve vs. death (Fort DC 10 + E	Damage)			led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten	+5 +6 +6 +1	full half half full full half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolv	oward 1 opponent; opposed a urget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose is to render target held; both = triple subdual damage use Motive to force opponent we to inflict 1d6 stress damag	or automatic critical hit + st target in Close Quarters ponent flat-footed characters become vulneral tin Close Quarters to attack te to opponent in Close Qua	eve vs. death (ble and may now you with nex	Fort DC 10 + E	Damage)			led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire	+5 +6 +6 +1 +2	full half half full full half half	Move up to Speed te (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Resolv Resolve vs. Resolve t	oward 1 opponent; opposed a urget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose se to render target held; both = triple subdual damage use Motive to force opponent we to inflict 1d6 stress damage to inflict 1d6 subdual damage	or automatic critical hit + s: target in Close Quarters ponent flat-footed characters become vulneral tin Close Quarters to attack to opponent in Close Quarter to opponent in Close Quarters	eve vs. death (ble and may now you with nex	Fort DC 10 + E	Damage)			led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip *	+5 +6 +6 +1	full half half full full half half	Move up to Speed te (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Resolv Resolve vs. Resolve t	oward 1 opponent; opposed a urget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose is to render target held; both = triple subdual damage use Motive to force opponent we to inflict 1d6 stress damag	or automatic critical hit + s: target in Close Quarters ponent flat-footed characters become vulneral tin Close Quarters to attack to opponent in Close Quarter to opponent in Close Quarters	eve vs. death (ble and may now you with nex	Fort DC 10 + E	Damage)			led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire	+5 +6 - +6 +1 +2 +2	full half half full full half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Sen Intimidate vs. Resolve Acrobatics vs. Acrob (Unmoving target of	oward 1 opponent; opposed a riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose is to render target held; both = triple subdual damage nase Motive to force opponent we to inflict 1d6 subdual damage to inflict 1d6 subdual damage batics to render target sprawl why) +1 with Standard Attack	or automatic critical hit + st target in Close Quarters conent flat-footed characters become vulneral tin Close Quarters to attack te to opponent in Close Quarter to adjacent opponent	ave vs. death (ble and may n you with nex rters	(Fort DC 10 + E	amage) Athletics (Str) checl	ks to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate	+5 +6 +6 +1 +2	full half half full full half half half half half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ses Intimidate vs. Resolve Resolve vs. Resolve to Acrobatics vs. Acrob (Unmoving target of Sense Motive (DC 1)	oward 1 opponent; opposed a riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose to render target held; both = triple subdual damage nese Motive to force opponent we to inflict 11d6 stress damage to inflict 11d6 stress damage patics to render target sprawl why) +1 with Standard Attack 0 + target base attack bonus)	or automatic critical hit + st target in Close Quarters poment flat-footed characters become vulnerai t in Close Quarters to attack ge to opponent in Close Quar e to adjacent opponent led	ave vs. death (ble and may n you with nex rters	(Fort DC 10 + E	amage) Athletics (Str) checl	ks to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim	+5 +6 - +6 +1 +2 +2	full half half full full half half half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolv Resolve vs. Resolve t Acrobatics vs. Acrob (Unmoving target or Sense Motive (DC I'	oward 1 opponent; opposed a riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose is to render target held; both = triple subdual damage nase Motive to force opponent we to inflict 1d6 subdual damage to inflict 1d6 subdual damage batics to render target sprawl why) +1 with Standard Attack	or automatic critical hit + st target in Close Quarters conent flat-footed characters become vulnerai t in Close Quarters to attack te to opponent in Close Quar to adjacent opponent led is success = dodge bonus to I o) times	ove vs. death (ble and may n you with nex rters	(Fort DC 10 + E	amage) Athletics (Str) checl	ks to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready	+5 +6 +6 +1 +2 +2	full half half full half half half half half half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolv Resolve vs. Resolve Acrobatics vs. Acrob (Unmoving target or Sense Motive (DC 1 -1 Initiative for this Bluff (Dex) vs. Sense 1 half action taken la	oward 1 opponent; opposed a riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose to render target held; both = triple subdual damage nese Motive to force opponent we to inflict 1d6 stubdual damage to the inflict	or automatic critical hit + st target in Close Quarters conent flat-footed characters become vulneral it in Close Quarters to attack ge to opponent in Close Quarter to adjacent opponent ded ; success = dodge bonus to I o) times 's Initiative by 2d6 for this re	ove vs. death (ble and may n you with nex rters	(Fort DC 10 + E	amage) Athletics (Str) checl	ks to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh	+5 +6 +6 +1 +2 +2	full half half full half half half half half half half ha	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolv Resolve vs. Resolve Acrobatics vs. Acrob (Unmoving target or Sense Motive (DC 1 -1 Initiative for this Bluff (Dex) vs. Sense 1 half action taken la	oward 1 opponent; opposed a riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opposes to render target held; both = triple subdual damage nase Motive to force opponent we to inflict 1d6 stress damage to inflict 1d6 subdual damage to infl	or automatic critical hit + st target in Close Quarters conent flat-footed characters become vulneral it in Close Quarters to attack ge to opponent in Close Quarter to adjacent opponent ded ; success = dodge bonus to I o) times 's Initiative by 2d6 for this re	ove vs. death (ble and may n you with nex rters	(Fort DC 10 + E	amage) Athletics (Str) checl	ks to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready	+5 +6 +6 +1 +2 +2	full half half full half half half half half half half	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolve Resolve vs. Resolve Acrobatics vs. Acrob (Unmoving target or Sense Motive (DC 1 -1 Initiative for this Bluff (Dex) vs. Sense 1 half action taken la If not attacked, regain	oward 1 opponent; opposed a riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent oppose to render target held; both = triple subdual damage need to inflict 1 d6 stubdual damage to inflict 1 drought a state of the subdual damage to inflict 1 d6 stubdual damage to inflict 1 d7 students to render target parameter damage to inflict 1 d7 students to inflict 1	or automatic critical hit + st target in Close Quarters conent flat-footed characters become vulneral it in Close Quarters to attack ge to opponent in Close Quarter to adjacent opponent ded ; success = dodge bonus to I o) times 's Initiative by 2d6 for this re	ove vs. death (ble and may n you with nex rters	(Fort DC 10 + E	amage) Athletics (Str) checl	ks to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh Movement Actions Standard Move Handle item	+5 +6 +1 +2 +2 +2 +6 +5	full half half full half half half half half half half half ree half full 1 round	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolve to Acrobatics vs. Acrob (Unmoving target or Sense Motive (DC 1) —1 Initiative for this Bluff (Dex) vs. Sense 1 half action taken la If not attacked, regai	oward 1 opponent; opposed a riget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opposes to render target held; both = triple subdual damage nese Motive to force opponent we to inflict 1d6 stress damage to inflict 1d6 subdual damage patices to render target sprawl haly) +1 with Standard Attack 0 + target base attack bonus round; max (10 + Init bonus e Motive to reduce opponent atter during this round in 1 action die's result in vital any direction p, or manipulate 1 object	or automatic critical hit + st target in Close Quarters conent flat-footed characters become vulneral it in Close Quarters to attack ge to opponent in Close Quarter to adjacent opponent ded ; success = dodge bonus to I o) times 's Initiative by 2d6 for this re	ove vs. death (ble and may n you with nex rters	(Fort DC 10 + E	amage) Athletics (Str) checl	ks to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh Movement Actions Standard Move Handle item Mount/Dismount	+5 +6 +1 +2 +2 +2 -46 -45	full half half full half half half half half half half ha	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. N Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolve ta Acrobatics vs. Acrob (Unmoving target or Sense Motive (DC 1 -1 Initiative for this Bluff (Dex) vs. Sense 1 half action taken la If not attacked, regai	oward 1 opponent; opposed a reget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opposes to render target held; both = triple subdual damage use Motive to force opponent we to inflict 1d6 subdual damage to inflict 1d6 subdual damage paties to render target sprawl which is the subdual damage paties to render target sprawl and the subdual damage paties to render target sprawl in light 1 to the subdual damage paties to render target sprawl in light 1 to the subdual damage paties to render target sprawl in 1 target base attack bonus) round; max (10 + Init bonus who the subdual damage and the subdual	or automatic critical hit + st target in Close Quarters conent flat-footed characters become vulneral it in Close Quarters to attack ge to opponent in Close Quarter to adjacent opponent ded ; success = dodge bonus to I o) times 's Initiative by 2d6 for this re	ove vs. death (ble and may n you with nex rters	(Fort DC 10 + E	amage) Athletics (Str) checl	ks to gain Grapple		led	
Coup de Grace Disarm * Feint Grapple * Pummel Taunt Threaten Tire Trip * Initiative Actions Aim Anticipate Delay Distract Ready Refresh Movement Actions Standard Move Handle item	+5 +6 +1 +2 +2 +2 +6 +5	full half half full half half half half half half half half ree half full 1 round	Move up to Speed to (Helpless adjacent ta Standard Attack vs. Prestidigitation vs. A Athletics vs. Athletic Unarmed attack: hit Sense Motive vs. Ser Intimidate vs. Resolv Resolve vs. Resolve Acrobatics vs. Acrol (Unmoving target or Sense Motive (DC 1 -1 Initiative for this Bluff (Dex) vs. Sense 1 half action taken la If not attacked, regai	oward 1 opponent; opposed a reget only) hit = unconscious Standard Attack to disarm 1 Notice to render adjacent opposes to render target held; both = triple subdual damage use Motive to force opponent we to inflict 1d6 subdual damage to inflict 1d6 subdual damage paties to render target sprawl which is the subdual damage paties to render target sprawl and the subdual damage paties to render target sprawl in light 1 to the subdual damage paties to render target sprawl in light 1 to the subdual damage paties to render target sprawl in 1 target base attack bonus) round; max (10 + Init bonus who the subdual damage and the subdual	or automatic critical hit + st target in Close Quarters conent flat-footed characters become vulneral it in Close Quarters to attack ge to opponent in Close Quar- te to adjacent opponent ded ; success = dodge bonus to I) times 's Initiative by 2d6 for this re- lity or 2 wounds	ave vs. death (ble and may n you with nex rters Defense equal	(Fort DC 10 + E	amage) Athletics (Str) checl	ks to gain Grapple		led	



	CARRYING CAP	ACITY	`			REPUTATION AND	RENOWN	,	
IGHT LOAD Up t	to 50 HEAVY LOAD (-2 DEI	P/PHYSICAL,	/2 SPEED)	51-150	LEGEND	REPUTATION	RI	NOWN	
OVERLOADED (-5 DE	F/PHYSICAL, CAN'T MOVE)	150+	11		HEROIC RENOWN _				
JIFT (2 × HEAVY LOA	D, NO MOVEMENT)300	<u> </u>	CA		MILITARY RENOWN	TITLE			
PUSH/DRAG (2 × HEA	VY LOAD, 1/4 SPEED)300	<u> </u>	9	للي	NOBLE RENOWN _	TITLE			
				GF	AR			~	
JAME	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	+2 Str. for carrying		Soft 2	3	Large sack	Holds 25 lbs.	S/1	Soft 1	0.5
Bedroll	Cold Resistance 4	T/	Soft 1	3	Doctor's bag	For Medicine checks	D/2	Soft 1	2
Grooming case	+1 Appearance bonus		Brittle 1		Map, detailed	See rules reference	T/2	Brittle 1	0.5
Mirror	Reflective surface		Hard 1	0.1	Sextant	+2 to navigate Know.	F/1	Brittle 1	1
Rations (7)	Feeds 1 for 1 day each		Hard 1	5					
Waterskin	Holds 2 quarts		Soft 1	5.5	Pouch	Holds 50 coins	D/-	Soft 1	1
					Total Encumbran	<u></u>			41.1
				MO	UNT				
IAME		SIZE (FOOT	PRINT)/REACH	H (_)/	SPEED	TI	RAVEL	
TTRIBUTES			INIT		ATK DEF	RES	HEALTH	COMI	
KILLS									
QUALITIES									
TTACKS									
				VEH	ICLE			~	
				^^					
		SPEED	T	RAVEL	SIZE/DEF	OCC/LOAD		CONST	
QUALITIES									
	CONTACT	1				CONTACT	2		
JAME	TRUST	_ SIZE/REAC	H SI	PEED	NAME	TRUST	SIZE/REAC	H SPI	EED
TTRIBUTES								REP COS	
	DEF RES					DEF RES			
KILLS					SKILLS				
GEAR					GEAR				
	HOLDING 1		~			HOLDING	2	~	
	1		-						
	SCALE						GUESTS	S/ MA	X
JPGRADES					UPGRADES			REP. COST	,
		·	REP. COS					REP. COST	
				MAGIC	ITEMS				
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HAMLIN HIGHTOWER: RULES REFERENCE

ACTION DICE

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

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

SPECIES

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

SPECIALTY, CLASS, & FEATS

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

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

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

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

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

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

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

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

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

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

GEAR & PERSONAL LIEUTENANT

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

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

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

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

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

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

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

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

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

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

HRO - HUMAN SCOUT

Age: 23

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

Distinguishing Characteristics

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

facial expression

Background

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

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



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SIZE		FOOTPRI		-	REACH	WEAT		$\frac{20\text{x}3}{\text{RNG}}$	$\frac{1}{\text{SHOTS}}$	Keen	4, return	, magi		viagic ite	ems)
								KNG						D /0	۰
Medium	l	1x1	-		1				Sling			1+1	_20_	D/2	0.5
						WEAPO	NJ	60x6	10	A	inflicts su	MG bdual	damag		WGT
GROUND	SPEED	OTHER	SPEED	TRA	VÈL SPEED			RNG	SHOTS			UALITIES/U		c, roud r	
BASE		BAS	F		MPH										
30 ft.		5.110	-		3	- 0	1 A		TYPE	A	D1	MG	THREAT	SZ/HAND	WGT
						WEAPO									
		DDOFIOLE	NOIFO		~			RNG	SHOTS		Q	UALITIES/U	PGRADES		
		PROFICIE	NCIE2								ADM	on G	a e1		
PROFICIENT FO	RTE	PF	OFICIENT	FORTE							AKIW	IUK /3	\$		
	□ UNAI	RMED			BOWS		-	TL	ick Hide	2	, ~	`	~		
-	□ BLUN				BLACK POWDER		0		TYPE	_			—	SPEED	WGT
	□ EDGE				SIEGE WEAPONS	ARMU	111							atural	
•	HURI	.ED						DISGUISE		RESISTANO	CES		UI	PGRADES	
					C	OMBAT AC	TIONS							<u> </u>	
	يند					JIMIDAI AG	1101/19						,		
ACTION	BONUS/MOVI	TIME	EFFECT												
Attack Actions Standard Attack		half	1 attack a	ngainst 1 tars	zet .										
Bull Rush *	+7	full			ward 1 opponent; opposed	Athletics check to	push targ	et 1 square +	· 1 additional squ	are per 4 over	opponent result	; target bec	omes sprawl	led .	
Coup de Grace		full			get only) hit = unconscious			ave vs. death	(Fort DC 10 + D	amage)					
Disarm *		half			tandard Attack to disarm 1										
Feint Grapple *	<u>+2</u> <u>+7</u>	half full			otice to render adjacent op s to render target <i>held</i> ; botl			ble and may	make additional	Athletics (Str)	Checks to gain (Frannle hen	efite		
Pummel		full			= triple subdual damage	i characters becor	пстинен	ore and may	make additional	runcues (5tr)	circus to gain c	ларыс вен	ciics		
Taunt	+1	half			se Motive to force opponer	nt in Close Quarte	rs to attacl	k you with ne	ext action						
Threaten	_+5_	half	Intimida	te vs. Resolv	e to inflict 1d6 stress dama	ge to opponent in	Close Qua								
Tire	_+4	half			inflict 1d6 subdual damag		onent								
Trip *	_+7_	half	Acrobati	cs vs. Acrob	atics to render target spraw	rled									
Initiative Actions															
Aim	. 1	half			ly) +1 with Standard Attacl			D. (1, 177	1) 6	" 1				
Anticipate Delay	_+1_	half free			+ target base attack bonus ound; max (10 + Init bonu		onus to	Detense equa	ai to wis mod (m	m. +1) for 1 f	uii round				
Distract	+2	half			Motive to reduce opponen		6 for this r	ound only							
Ready		full			ter during this round	,									

Move up to Speed in any direction

Draw, sheath, pick up, or manipulate 1 object

1 Standard Move; +4 dodge bonus to Def for $1\ \mathrm{full}\ \mathrm{round}$

Prepare to ride 1 trained animal or vehicle

Stand or drop prone, become flat-footed

If not attacked, regain 1 action die's result in vitality or 2 wounds

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

1 round

half

half

full

full

full

30_ft.

0 ft.

0 ft.

120_ft.

30 ft.

Refresh

Movement Actions

Standard Move

Mount/Dismount

Handle item

Reposition

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



 $^{^\}circ$ The larger opponent gains a+2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

	CARRYING CAF	PACITY	,			REPUTATION AND	RENOWN		
IGHT LOAD Up	to 70 HEAVY LOAD (-2 DE	EF/PHYSICAL, 1	/ _{2 SPEED)} 7	1-210	LEGEND	REPUTATION	RE	NOWN	
VERLOADED (–5 DE	EF/PHYSICAL, CAN'T MOVE) _	211+	11		HEROIC RENOWN _				
IFT (2 × HEAVY LOA	ad, no movement)420	0	Ca		MILITARY RENOWN	TITLE			
USH/DRAG (2 × HEA	AVY LOAD, 1/4 SPEED)42	20		D	NOBLE RENOWN	TITLE			
		-		CE	AR			~	
AME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
ouch	Holds 50 coins	D/-	Soft 1		Sack, small	Holds 10 lbs.	T/1	Soft 1	0.25
inderbox	Start fire in 1 round	D/2	Hard 1	0.5	Rations (5)	Feeds 1 for 1 day each	T/2	Hard 1	4
					Waterskin	Holds 2 quarts	T/1	Soft 1	5.5
ouch	Holds 50 coins	D/-	Soft 1	-					
lipe	+2 Concentrate	D/1	Hard 1	0.1	50 ft. hemp rope	Supports 1,000 lbs.	S/2	Soft 2	10
mokeleaf	Vice		Soft 1						
					Pouch	Holds 50 coins		Soft 1	1.5
ouch	Holds 50 coins		Soft 1						
Body paint (3)	+2 Blend in forest		Soft 1	0.25					
	and jungle	·			Total Emcumbra	nce			25.6
				MO	UNT				
A MF		SIZE (EOOT	DDINIT)/DEACH	. ()/	SPEED	т	AVEI	
						RES			
KILLS			INIT _		AIR DLF	KL5	TILALITI	COMF	
UALITIES									
TTACKS									
TINCKS		-						~	
	м			VEH	ICLE		-		
AME		SPEED	TI	RAVEL	SIZE/DEF	OCC/LOAD _		CONST	
UALITIES									
	CONTACT	1	~			CONTACT 2)	~	
	1					1			
AME					NAME		_ SIZE/REACI	H SPE	
TTRIBUTES					ATTRIBUTES			REP COST	
JIT ATK _	DEF RES	HEALTH	COM	IP		DEF RES	HEALTH	COMI	
KILLS					SKILLS				
UALITIES									
EAR					GEAR				
	HOLDING	1	,			HOLDING 2	2		
AME	SCALE	GUEST	S/ MA	.X	NAME	SCALE	GUESTS	/ MAX	ζ
PGRADES					UPGRADES				
			REP. COST	Γ				REP. COST	
				MACIO	ITEMC			~~	
AME	ITEM I	.VL ESSENC	FS	MAGIL	ITEMS	CHARMS			REP COST
Ame hreefang (chakra			ES I (auto-save o	once per so		Spell Effect (Cause Wound	ds III, once յ	per scene)	9
						As a full action, touch 1 ta	rget with Tl	nreefang	
						(attack check if they resist	or if used a	t range)	
						with a touch or hit, inflict	30 lethal da	mage	
						(Will save with DC 10 to s	uffer only 1	/2 damage)	



HRO: RULES REFERENCE

ACTION DICE

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

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

ORIGIN, CLASS, & FEATS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

GEAR & MAGIC ITEMS

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

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

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

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

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

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

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

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

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

RUNNING OX — OGRE SOLDIER

Age: 52

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

Distinguishing Characteristics

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

Background

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

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

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



Running-Ox CHARACTER NAME Soldier 3 IRST CLASS/LEVEL		SPECIES/TALENT SECOND CLASS/LEVEI	Tribesman SPECIALTY THIRD CLASS/LEVEL			_	T		ta		To				
LAYER NAME Male SENDER	AGI	52 Eal attrib	CURRENT XP 9' 1" HEIGHT	745 lb		Merci EYES	less	Unkemp HAIR	<u>ot</u>	ACT	ION DI	CE	3 STARTING D	ICE	d4 DIE TYPE
ATTRIBUTE NAME STR STRENGTH DEX DEXTERITY CON CONSTITUTION	16 14 18	+3 +2 +4	IMPAIRED IMPAIRED SCORE MODIFIER	ATTRIBUTE NAME INT INTELLIGENCE WIS WISDOM CHARISMA	scor 12	E MODIFIER 2 +1	Г	MPAIRED IMPAIRED SCORE MODIFIER		S				No.	
CONSTITUTIO	N			CHARISMA		SKII	LLS	•						MAX RANKS	6
ACRC ATHI BLEN BLUF CRAF DISG HAGG	FF FTING * UISE GLE		SKILL BONUS RANKS	ATTRIBUTE MOD. + + + + + + + +	MISC. MOD.	19-20	ORIGIN SKILL	MEDICINE NOTICE PRESTIDIGITA RESOLVE RIDE * SEARCH SENSE MOTIVE SNEAK SURVIVAL TACTICS Language Language: 0	e: Ogr	e non	+3 +9 +5 +4 +6	Stı	ATTRIBUTE MOD. +	+	
						SUBP	LOTS	•						~	
			□ COMPLETE □ COMPLETE	_	~					LI	FESTYL	E			MPLETED MPLETED
COIN IN HAN STAK			13s				APPEA	PANACHE _ RANCE BONUS _ INCOME _		0 0 0	_	F	PRUDENCE D/EARNED		0 15 %
NAME 3SM (Athle Enlight, Ath							NAME	, FEATS, AND	When checks	making	g Influe result m		maneuver		
Paired Skill	s	Purchase	ranks in Resolve, g	ain ranks in S	Surviva	l 	Revile	d	Dispo	sitions o	of non-	Ogres de	ecrease by	10	



THENCE	15	10 + 2	. 2	-1	. 3 _ 1	1	-	TITI	VE	+4	_ 2	. 2		
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LITY	48			20	2 7	~~~	RΔ	SE ATT	ACKS		2	AVING THE	enws	
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						RANGED	+5	= 3	+ 2 +			4 = 3	+ 1	+
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		CONDIT	TONC			WEAPON	11		TYPE	ATK	DMG	THREAT		WGT
		COMPLI	IUNO	_		MEHLO						e, ogre-m	ade	
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SIZE		FOOTPR			REACH	IILK.		RNG	SHOTS	1111	licts subdu	TIES/UPGRADES	, guaru 1	- 3
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Large		2X2	<u></u>		1		1 2		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
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GROUND S	SPEED	OTHER	SPEED	TRA	AVEL SPEED			RNG	SHOTS		QUALI	TIES/UPGRADES		
BASE		BAS	SE		MPH									
30 ft.					3	WEAPON	4 4		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
						MEVAAA								
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		PROFICI	:UPIE2	_						18	A DMO	1		
PROFICIENT FO	RTE	Pl	ROFICIENT	FORTE						/3	🗱 ARMUH	}		
	UNARM	ED			BOWS			Partio	ıl chainma	iil 3	-1	<u>-</u> 1	-5 ft.	90
-	BLUNT				BLACK POWDER	0.00	D d		TYPE	DR DR		ACP -	SPEED	WGT
-	■ EDGED ■ HURLED				SIEGE WEAPONS	ARMO	"	-8	_	Edged 2			t fittings	5
•	HUKLEL	,						DISGUISE		RESISTANCES	5	Į	PGRADES	
					co	MBAT ACT	PIUNG						~	
						A ROI	IONO							
ACTION Attack Actions	BONUS/MOVE	TIME	EFFECT											
Standard Attack		half	1 attack a	ıgainst 1 tar	get									
Bull Rush *	+13	full			ward 1 opponent; opposed A						oponent result; targ	et becomes sprau	led	
Coup de Grace		full			rget only) hit = unconscious			ive vs. death	(Fort DC 10 + Da	mage)				
Disarm * Feint	+2_	half half			Standard Attack to disarm 1 Jotice to render adjacent opp									
Grapple *	+13	full			s to render target held; both			ble and may	make additional A	thletics (Str) c	necks to gain Grant	ole benefits		
Pummel		full			= triple subdual damage			,		, , , , , , , , , , , , , , , , , , , ,	3 11			
Taunt	_+1_	half	Sense Mo	otive vs. Sen	se Motive to force opponent	in Close Quarter	rs to attack	you with ne	ext action					
Threaten	_+5	half			re to inflict 1d6 stress damage			rters						
Tire	_+9_ _+2_	half half			o inflict 1d6 subdual damage		nent							
Trip *		naiī	Acropatio	LS VS. ACTOD	atics to render target sprawl	Eu								
Initiative Actions		half	/11		ded at most Care 1 1 4 4 5									
Aim Anticipate	_+1_	half half			lly) +1 with Standard Attack) + target base attack bonus)	success - dodgo	honus to T	Defense earr	al to Wis mod (mir	+1) for 1 fell	round			
Delay		free			round; max (10 + Init bonus)		_ 0.1.43 10 1	cqu	mou (IIII	, 1, 101 1 11111				
Distract	+2	half			Motive to reduce opponent		for this ro	ound only						
Ready		full	1 half act	ion taken la	ter during this round									

Reposition	0 ft.	half	Stand or drop prone, become flat-footed
Run	_140_ ft.	full	Move $4 \times \text{Speed}$ in straight line (3 $\times \text{Speed}$ in full armor); become flat-footed
Total Defense	_35_ ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round
* The larger opponent gain	ıs a +2 bonus per	category of S	ize difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

Draw, sheath, pick up, or manipulate 1 object

Prepare to ride 1 trained animal or vehicle

Move up to Speed in any direction

If not attacked, regain 1 action die's result in vitality or 2 wounds

1 round

half

half

full

35_ ft.

0 ft.

0 ft.

Refresh

Movement Actions

Standard Move

Mount/Dismount

Handle item

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



	CARRYING CA	PACILY				REPUTATION AND	KENUWN		
IGHT LOAD Up to	o 250 Heavy load (-2 D	EF/PHYSICAL, 1	/2 SPEED)	51-750	LEGEND	REPUTATION	RE	NOWN	
VERLOADED (-5 DE	F/PHYSICAL, CAN'T MOVE)	751+	115		HEROIC RENOWN _	TITLE			
IFT (2 × HEAVY LOAI			C		MILITARY RENOWN	TITLE			
USH/DRAG (2 × HEA	VY LOAD, $1/4$ SPEED) $1,5$	500		C.	NOBLE RENOWN	TITLE			
				GF	AR			~	
JAME	EFFECT	SZ/HAND	CONST	WEIGHT		EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	+2 Str. for carrying	M/-	Soft 2	3	Large sack	Holds 25 lbs.	S/1	Soft 1	1
0 ft. hemp rope	Supports 1,000 lbs.	S/2	Soft 2	10	Rations (7)	Feeds 1 for 1 day each	T/2	Hard 1	5
Grappling hook	+2 Climb with rope	T/1	Hard 2	4	Waterskin	Holds 2 quarts	T/1	Soft 1	5.5
					Pouch	Holds 50 coins	D/1	Soft 1	0.5
					Total Encumbran	<u>ce</u>			149
				MO	UNT				
	- N	avan (no omr			1	anana			
						SPEED			
			INIT _		ATK DEF	RES	HEALTH	СОМ	Р
KILLS									
TTACKS		_							
				VEH	ICLE		_		
JAME		SPEED	TI	RAVEL	SIZE/DEF	OCC/LOAD _		CONST	
QUALITIES									
	CONTACT	1	~			CONTACT	2	~	
						1	4		
JAME	TRUST	SIZE/REACH	-I SP	EED	NAME	TRUST	_ SIZE/REACH	í SP.	EED
TTRIBUTES					ATTRIBUTES			REP COS	ST
NIT ATK	DEF RES	HEALTH	COM		INIT ATK	DEF RES	HEALTH_	COM	1P
KILLS					SKILLS				
QUALITIES									
TTACKS									
GEAR					GEAR				
	HOLDING	1				HOLDING 2	2		
JAME	SCALE	GUESTS	. / MA	Y	NAME	SCALE	GUESTS	/ MA	Y
JPGRADES		Goldin			UPGRADES		G0L313	/ WIA	
								REP COST	г
		_	REI. 0001					_ KEN COO	
				MAGIC	ITEMS			<u> </u>	
IAME	ITEM	LVL ESSENCE	ES			CHARMS			REP COST



RUNNING OX: RULES REFERENCE

ACTION DICE

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

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

SPECIES

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

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

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

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

SPECIALTY, CLASS, & FEATS

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

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

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

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

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

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

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

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

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

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

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

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

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

GEAR & MAGIC ITEMS

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

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

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

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

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

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

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