

THE HAND — HUMAN ASSASSIN

Age: 30

Height: 5 ft. 8 in.

Weight: 160 lbs.

Distinguishing Characteristics

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

Background

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

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

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





ACTION DICE

3 d4
STARTING DICE DIE TYPE



The Hand CHARACTER NAME Assassin 3 FIRST CLASS/LEVEL Fantasy Craft Iconic PLAYER NAME Male GENDER	Ruthless SPECIES/TALENT SECOND CLASS/LEVEL CURRENT XP HEIGHT WEIGHT EYES HAIR	Guardian SPECIALTY THIRD CLASS/LEVEL NEXT LEVEL EYES HAIR
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PHYSICAL ATTRIBUTES				MENTAL ATTRIBUTES					
ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER
STR STRENGTH	12	+1			INT INTELLIGENCE	12	+1		
DEX DEXTERITY	16	+3			WIS WISDOM	12	+1		
CON CONSTITUTION	11	+0			CHA CHARISMA	14	+2		

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

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

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

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

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



DEFENSE 15 = 10 + 2 + 3 + - -

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

VITALITY 30 WOUNDS 11

TOTAL CURRENT TOTAL CURRENT

CRITICAL INJURIES

SUBDUAL STRESS

CURRENT FATIGUED CURRENT SHAKEN

CONDITIONS

SIZE

SIZE FOOTPRINT REACH

Medium 1x1 1

GROUND SPEED OTHER SPEED TRAVEL SPEED

BASE BASE MPH

30 ft. 3

PROFICIENCIES

PROFICIENT	FORTE		PROFICIENT	FORTE	
☐	☐	UNARMED	☐	☐	BOWS
☐	☐	BLUNT	☐	☐	BLACK POWDER
☐	☐	EDGED	☐	☐	SIEGE WEAPONS
☐	☐	HURLED			

INITIATIVE +7 = 4 + 3 + -

TOTAL CLASS BONUS DEX MOD. MISC. MOD.

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

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

ARMOR							
Chainmail		2	0	0	0	18	
TYPE		DR	DP	ACP	SPEED	WGT	
fitted, lightweight							
QUALITIES/UPGRADES							
DISGUISE		RESISTANCES					
-4		Edged 2					

COMBAT ACTIONS

ACTION	BONUS/MOVE	TIME	EFFECT
Attack Actions			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+1	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+6	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+1	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel	+3	full	Unarmed attack: hit = triple subdual damage
Taunt	+4	full	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+6	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+2	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+7	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

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

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

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

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

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



EZRAIMEI — SAURIAN BURGLAR

Age: 22

Height: 6 ft. 6 in.

Weight: 220 lbs.

Distinguishing Characteristics

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

Background

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

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





ACTION DICE

3 STARTING DICE d4 DIE TYPE



Ezraimei

CHARACTER NAME

Burglar 3

FIRST CLASS/LEVEL

Fantasy Craft Iconic

PLAYER NAME

Female

GENDER

AGE

HEIGHT

WEIGHT

EYES

HAIR

Saurian

SPECIES/TALENT

SECOND CLASS/LEVEL

CURRENT XP

NEXT LEVEL

Rogue

SPECIALTY

THIRD CLASS/LEVEL

NEXT LEVEL

PHYSICAL ATTRIBUTES

ATTRIBUTE NAME SCORE MODIFIER

STR 15 +2

STRENGTH

DEX 17 +3

DEXTERITY

CON 14 +2

CONSTITUTION

IMPAIRED SCORE IMPAIRED MODIFIER

INT 12 +1

INTELLIGENCE

WIS 10 +0

WISDOM

CHA 11 +0

CHARISMA

SKILLS

ORIGIN SKILL SKILL NAME SUGGESTED ATTRIBUTES SKILL BONUS RANKS ATTRIBUTE MOD. MISC. MOD. THREAT RANGE

ACROBATICS DEX +8 = 5 + 3 +

ATHLETICS STR +6 = 4 + 2 +

BLEND CHA = + + +

BLUFF CHA +4 = 4 + 0 +

CRAFTING * INT +5 = 4 + 1 +

DISGUISE CHA = + + +

HAGGLE WIS +4 = 4 + 0 +

IMPRESS CHA = + + +

INTIMIDATE WIS = + + +

INVESTIGATE WIS +4 = 4 + 0 +

MEDICINE INT +5 = 4 + 1 +

NOTICE WIS +4 = 4 + 0 +

PRESTIDIGITATION DEX +7 = 4 + 3 +

RESOLVE CON = + + +

RIDE * DEX +7 = 4 + 3 +

SEARCH INT +5 = 4 + 1 +

SENSE MOTIVE WIS = + + +

SNEAK DEX +7 = 4 + 3 +

SURVIVAL WIS +4 = 4 + 0 +

TACTICS INT +5 = 4 + 1 +

FOCUSES

CRAFTING RIDE

Metalworking Riding Mounts

Tailoring Land Vehicles

INTERESTS

Language: Saurian Study: Saurian Lands

Language: Common Study: Jewelry

Study: Numismatics

SUBPLOTS

COMPLETED COMPLETED COMPLETED

COMPLETED COMPLETED COMPLETED

COIN

COIN IN HAND 182s

STAKE

LIFESTYLE

PANACHE 1 PRUDENCE 0

APPEARANCE BONUS 0 MONEY SAVED/EARNED 15 %

INCOME 10s

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

NAME NOTES

Cold-blooded Eat 1/day, cold vulnerabilities (p18)

Low-light vision Ignore effects of dim and faint light

Practised skill Sneak (if spending AD=fail, get AD back)

Trap sense Roll Ref save to avoid traps/security twice

NAME NOTES

Dextrous Double AD for dex-based skill checks

Very sneaky Flawless Acrobatics/Sneak (DC 23)



DEFENSE

17

TOTAL

=

10

+

3

CLASS BONUS

+

3

DEX MOD.

+

1

SIZE MOD.

+

1

MISC. MOD.

-

ARMOR MOD.

VITALITY

24

TOTAL

CURRENT

WOUNDS

14

TOTAL

CURRENT

CRITICAL INJURIES

SUBDUAL

CURRENT

FATIGUED

STRESS

CURRENT

SHAKEN

CONDITIONS

SIZE

Medium

FOOTPRINT

1x1

REACH

1

GROUND SPEED

BASE

30 ft.

OTHER SPEED

BASE

TRAVEL SPEED

MPH

3

PROFICIENCIES

PROFICIENT

FORTE

UNARMED

PROFICIENT

FORTE

BOWS

BLUNT

BLACK POWDER

EDGED

SIEGE WEAPONS

HURLED

INITIATIVE

+7

TOTAL

=

4

CLASS BONUS

+

3

DEX MOD.

+

MISC. MOD.

BASE ATTACKS

ATTACK TYPE

TOTAL

BASE ATTACK

ATTRIBUTE MOD.

MISC. MOD.

UNARMED

+4

=

2

+

2

+

MISC. MOD.

MELEE

+4

=

2

+

2

+

MISC. MOD.

RANGED

+5

=

2

+

3

+

MISC. MOD.

SAVING THROWS

SAVE TYPE

TOTAL

BASE SAVE

ATTRIBUTE MOD.

MISC. MOD.

FORTITUDE

+3

=

1

+

2

+

MISC. MOD.

REFLEX

+6

=

3

+

3

+

MISC. MOD.

WILL

+1

=

1

+

0

+

MISC. MOD.

WEAPONS

WEAPON 1

Stiletto

+5

1d4+2

18

D/1

.5

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

QUALITIES/UPGRADES

WEAPON 2

Sap

+4

1d6+2 s

19

D/1

2

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

QUALITIES/UPGRADES

WEAPON 3

Sling

+5

1d4+2 s

20

D/1

1

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

QUALITIES/UPGRADES

WEAPON 4

60x6

10

load 1

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

QUALITIES/UPGRADES

ARMOR

ARMOR

TYPE

DR

DP

ACP

SPEED

WGT

DISGUISE

RESISTANCES

UPGRADES

COMBAT ACTIONS

ACTION	BONUS/MOVE	TIME	EFFECT
<i>Attack Actions</i>			
Standard Attack	—	half	1 attack against 1 target
Bull Rush *	+6	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace	—	full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *	—	half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+7	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+6	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel	+4	full	Unarmed attack: hit = triple subdual damage
Taunt	+0	full	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+0	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+2	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+8	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

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

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

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

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

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



CARRYING CAPACITY

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



REPUTATION AND RENOWN

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

GEAR

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

MOUNT

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

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
 QUALITIES _____

CONTACT 1

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

CONTACT 2

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

HOLDING 1

NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____
 _____ REP. COST _____

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____
 _____ REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



GEAR AND PRIZES



CAPTAIN DUROK BLOODSHIELD

— ORC CAPTAIN

Age: 25

Height: 6 ft. 2 in.

Weight: 265 lbs.

Distinguishing Characteristics

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

Background

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

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

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

PERSONAL LIEUTENANT — GRIMDAK THE GLAIVE

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

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

Spd 30 ft. ground; Init +4; Atk +5 (melee and unarmed), +3 (hurled and ranged); Def 14; Res +2 (Reflex), +2 (Fortitude), +2 (Will);

Health (Damage save) +2; Comp +1; Skills: Intimidate +9, Ride +7, Survival +8, Tactics +7; Qualities: *Always ready, banned action*

(*Calm, Influence*), *class ability (Soldier: Killer Instinct)*, *grueling combatant*, *light-sensitive*, *menacing threat*, *tricky (Cheap Shot)*

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

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





1 d4
STARTING DICE DIE TYPE



Durok Bloodshield

CHARACTER NAME

Captain 3

FIRST CLASS/LEVEL

Fantasy Craft Iconic

PLAYER NAME

Male

GENDER

AGE

HEIGHT

WEIGHT

EYES

HAIR

Orc

SPECIES/TALENT

SECOND CLASS/LEVEL

CURRENT XP

THIRD CLASS/LEVEL

NEXT LEVEL

Fighter

SPECIALITY

PHYSICAL ATTRIBUTES

ATTRIBUTE NAME SCORE MODIFIER

STR 15 +2

STRENGTH

DEX 12 +1

DEXTERITY

CON 18 +4

CONSTITUTION

IMPAIRED SCORE IMPAIRED MODIFIER

INT 10 +0

INTELLIGENCE

WIS 12 +1

WISDOM

CHA 14 +2

CHARISMA

SKILLS

ORIGIN SKILL SKILL NAME SUGGESTED ATTRIBUTES SKILL BONUS RANKS ATTRIBUTE MOD. MISC. MOD. THREAT RANGE

ACROBATICS DEX

+5 = 3 + 2

ATHLETICS STR

= = + +

BLEND CHA

= = + +

BLUFF CHA

= = + +

CRAFTING * INT

= = + +

DISGUISE CHA

= = + +

HAGGLE WIS

+4 = 3 + 1

IMPRESS CHA

+5 = 3 + 2

INTIMIDATE WIS

+7 = 6 + 1

INVESTIGATE WIS

= = + +

MEDICINE INT

+2 = 2 + 0

NOTICE WIS

+4 = 3 + 1

PRESTIDIGITATION DEX

= = + +

RESOLVE CON

+9 = 5 + 4

RIDE * DEX

+1 = 1 + 1

SEARCH INT

+3 = 3 + 0

SENSE MOTIVE WIS

= = + +

SNEAK DEX

= = + +

SURVIVAL WIS

+2 = 1 + 1

TACTICS INT

+7 = 6 + 0

MAX RANKS

FOCUSES

CRAFTING RIDE

Riding Mounts

Language: Orc

Language: Common

Language: Elf

Study: Orc Lands

Study: Warfare

TOTAL STUDIES 2

SUBPLOTS

COMPLETED COMPLETED COMPLETED

COMPLETED COMPLETED COMPLETED

COIN

COIN IN HAND 12s

STAKE

LIFESTYLE

PANACHE 2

APPEARANCE BONUS +1

INCOME 20s

PRUDENCE 2

MONEY SAVED/EARNED 25 %

TOTAL LIFESTYLE 4

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

Banned action no Calm or Influence checks

Right-hnd man Personal Lieutenant - Grimdak



$$\text{INITIATIVE} = \frac{+3}{\text{TOTAL}} = \frac{2}{\text{CLASS BONUS}} + \frac{1}{\text{DEX MOD.}} + \frac{\quad}{\text{MISC. MOD.}}$$

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

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

WEAPON 1

WEAPON 2

WEAPON 3

WEAPON 4

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



COMBAT ACTIONS

athletics check to push target
automatic critical hit +
target in Close Quarters
opponent *flat-footed*
characters become *vulnerable*
in Close Quarters to attack
to opponent in Close Quarters
to adjacent opponent

success = dodge bonus to
times
Initiative by 2d6 for this
y or 2 wounds

armor); become *flat-footed*
round

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

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



CARRYING CAPACITY

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



REPUTATION AND RENOWN

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

GEAR

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

MOUNT

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

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
 QUALITIES _____

CONTACT 1

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

CONTACT 2

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

HOLDING 1

NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____
 _____ REP. COST _____

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____
 _____ REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



GEAR AND PRIZES



PHILEMON RENN — HUMAN COURTIER

Age: 36

Height: 5 ft. 9 in.

Weight: 132 lbs.

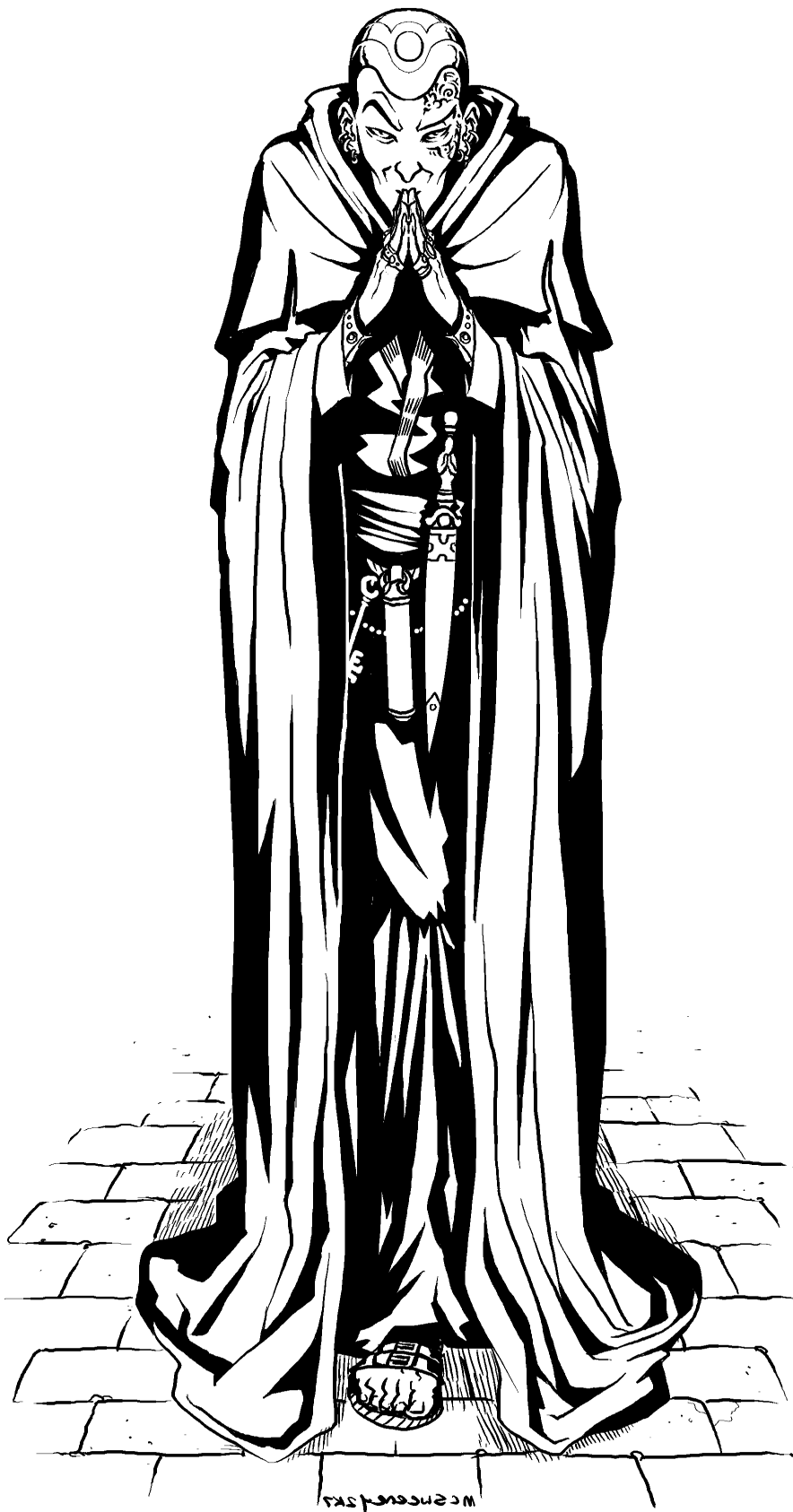
Distinguishing Characteristics

Sumptuous robes; copious jewelry; cunning expression

Background

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





ACTION DICE

3 STARTING DICE
d4 DIE TYPE



CHARACTER NAME Philemon Renn	SPECIES/TALENT Charismatic	SPECIALITY Swindler
FIRST CLASS/LEVEL Courtier 3	SECOND CLASS/LEVEL	THIRD CLASS/LEVEL
PLAYER NAME Fantasy Craft Iconic	CURRENT XP	NEXT LEVEL
GENDER Male	AGE	HEIGHT
	WEIGHT	EYES
		HAIR

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

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

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

SUBPLOTS			
☐ COMPLETED		☐ COMPLETED	☐ COMPLETED
☐ COMPLETED		☐ COMPLETED	☐ COMPLETED

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

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



DEFENSE

12

TOTAL

= 10 +

1

CLASS BONUS

+

1

DEX MOD.

+

SIZE MOD.

+

MISC. MOD.

-

ARMOR MOD.

VITALITY

30

TOTAL

CURRENT

WOUNDS

12

TOTAL

CURRENT

CRITICAL INJURIES

SUBDUAL

CURRENT

■■■■

FATIGUED

STRESS

CURRENT

■■■■

SHAKEN

CONDITIONS

SIZE

Medium

FOOTPRINT

1x1

REACH

1

GROUND SPEED

BASE

30 ft.

OTHER SPEED

BASE

TRAVEL SPEED

MPH

3

PROFICIENCIES

PROFICIENT	FORTE		PROFICIENT	FORTE	
■	■	UNARMED	■	■	BOWS
■	■	BLUNT	■	■	BLACK POWDER
■	■	EDGED	■	■	SIEGE WEAPONS
■	■	HURLED			

INITIATIVE

+5

TOTAL

=

4

CLASS BONUS

+

1

DEX MOD.

+

MISC. MOD.

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

WEAPONS

Stiletto

+3

1d4+1

18

D/1

.5

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

QUALITIES/UPGRADES

AP 8, finesse

WEAPON 1

Short Bow

+2

1d6

19

S/2

7

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

QUALITIES/UPGRADES

AP 2, cavalry, poisonous

WEAPON 2

20x6

30

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

QUALITIES/UPGRADES

WEAPON 3

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

QUALITIES/UPGRADES

WEAPON 4

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

QUALITIES/UPGRADES

ARMOR

Padded

1

0

0

0

6

TYPE

DR

DP

ACP

SPEED

WGT

DISGUISE

RESISTANCES

UPGRADES

Cold 5

COMBAT ACTIONS

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

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

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

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

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

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



REPUTATION AND RENOWN



LEGEND _____ REPUTATION _____ RENOWN _____

HEROIC RENOWN _____ TITLE _____

MILITARY RENOWN _____ TITLE _____

NOBLE RENOWN _____ TITLE _____

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
Purse	holds 200 coins	T/-	Soft 1	-					
Booze (3)	-1 shaken cond.	T/1	Brittle 1	2					
					Total Enc				15.5

NAME _____ SIZE (FOOTPRINT)/REACH _____ (_____) / _____ SPEED _____ TRAVEL _____

ATTRIBUTES _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____

SKILLS _____

QUALITIES _____

ATTACKS _____

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
 QUALITIES _____

CONTACT 2

NAME _____ TRUST _____ SIZE/REACH _____ SPEED _____

ATTRIBUTES _____ REP COST _____

INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____

SKILLS _____

QUALITIES _____

ATTACKS _____

GEAR _____

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____

UPGRADES _____

_____ REP. COST _____

[illegible]

GEAR AND PRIZES



SALEM IRONRING — DWARF EXPLORER

Age: 76

Height: 4 ft. 3 in.

Weight: 172 lbs.

Distinguishing Characteristics

Loads of well-kept gear; flowing hair and beard

Background

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

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

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





ACTION DICE

2 (4)
STARTING DICE

d4
DIE TYPE



Salem Ironring
CHARACTER NAME
Explorer 3
FIRST CLASS/LEVEL
Fantasy Craft Iconic
PLAYER NAME
Male
GENDER

Dwarf
SPECIES/TALENT
SECOND CLASS/LEVEL
CURRENT XP
HEIGHT
WEIGHT
EYES
HAIR

Adventurer
SPECIALTY
THIRD CLASS/LEVEL
NEXT LEVEL

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

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

FOCUSES				INTERESTS				TOTAL STUDIES
CRAFTING				RIDE				3
				Land Vehicles				

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

COIN				LIFESTYLE				TOTAL LIFESTYLE
COIN IN HAND				PANACHE				2
12s				PRUDENCE				1
				APPEARANCE BONUS				20 %
				INCOME				10s

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



DEFENSE 11 = 10 + 2 -1 + + -

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

VITALITY 36 WOUNDS 17

TOTAL CURRENT TOTAL CURRENT

CRITICAL INJURIES

SUBDUAL STRESS

CURRENT FATIGUED CURRENT SHAKEN

CONDITIONS

SIZE

SIZE FOOTPRINT REACH

Medium 1x1 1

GROUND SPEED OTHER SPEED TRAVEL SPEED

BASE BASE MPH

20 ft. 2

PROFICIENCIES

PROFICIENT	FORTE		PROFICIENT	FORTE	
■	□	UNARMED	□	□	BOWS
■	□	BLUNT	□	□	BLACK POWDER
■	■	EDGED	□	□	SIEGE WEAPONS
■	□	HURLED			

INITIATIVE +1 = 2 -1 +

TOTAL CLASS BONUS DEX MOD. MISC. MOD.

BASE ATTACKS SAVING THROWS

ATTACK TYPE TOTAL BASE ATTACK ATTRIBUTE MOD. MISC. MOD. SAVE TYPE TOTAL BASE SAVE ATTRIBUTE MOD. MISC. MOD.

UNARMED +3 = 2 + 1 + FORTITUDE +6 = 3 + 3 +

MELEE +3 = 2 + 1 + REFLEX +4 = 2 + -1 + 3

RANGED +1 = 2 + -1 + WILL +3 = 1 + 2 +

WEAPONS

Battle Axe +4 1d10+1 19 S/2 12

TYPE ATK DMG THREAT SZ/HAND WGT

RNG SHOTS AP 2, trip

QUALITIES/UPGRADES

WEAPON 2

Long Knife +4 1d6+1 19 T/1 3

TYPE ATK DMG THREAT SZ/HAND WGT

RNG SHOTS Finesse, keen 4

QUALITIES/UPGRADES

WEAPON 3

TYPE ATK DMG THREAT SZ/HAND WGT

RNG SHOTS

QUALITIES/UPGRADES

WEAPON 4

TYPE ATK DMG THREAT SZ/HAND WGT

RNG SHOTS

QUALITIES/UPGRADES

ARMOR

Thick Hide 3

TYPE DR DP ACP SPEED WGT

DISGUISE RESISTANCES natural

UPGRADES

COMBAT ACTIONS

ACTION	BONUS/MOVE	TIME	EFFECT
Attack Actions			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+4	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+5	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+4	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+2	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+2	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+5	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+3	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

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

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

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

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

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



CARRYING CAPACITY

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



REPUTATION AND RENOWN

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

GEAR

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

MOUNT

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

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
 QUALITIES _____

CONTACT 1

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

CONTACT 2

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

HOLDING 1

NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____
 _____ REP. COST _____

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____
 _____ REP. COST _____

MAGIC ITEMS

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



GEAR AND PRIZES



ASPEN — ROOTWALKER KEEPER

Age: Indeterminate

Height: 14 ft. 3 in.

Weight: 272 lbs.

Distinguishing Characteristics

Four arms; extensive body paint and carvings

Background

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

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





ACTION DICE

3 STARTING DICE d4 DIE TYPE



Aspen

CHARACTER NAME

Keeper 3

FIRST CLASS/LEVEL

Fantasy Craft Iconic

PLAYER NAME

?

GENDER

AGE

HEIGHT

WEIGHT

EYES

HAIR

Rootwalker

SPECIES/TALENT

SECOND CLASS/LEVEL

CURRENT XP

NEXT LEVEL

Mystic

SPECIALITY

THIRD CLASS/LEVEL

PHYSICAL ATTRIBUTES

ATTRIBUTE NAME SCORE MODIFIER

STR 12 +1

STRENGTH

DEX 12 +1

DEXTERITY

CON 11 +0

CONSTITUTION

IMPAIRED SCORE IMPAIRED MODIFIER

MENTAL ATTRIBUTES

ATTRIBUTE NAME SCORE MODIFIER

INT 14 +2

INTELLIGENCE

WIS 13 +1

WISDOM

CHA 11 +0

CHARISMA

IMPAIRED SCORE IMPAIRED MODIFIER

SKILLS

MAX RANKS

ORIGIN SKILL SKILL NAME SUGGESTED ATTRIBUTES SKILL BONUS RANKS ATTRIBUTE MOD. MISC. MOD. THREAT RANGE

ACROBATICS DEX

ATHLETICS STR

BLEND CHA

BLUFF CHA

CRAFTING * INT

DISGUISE CHA

HAGGLE WIS

IMPRESS CHA

INTIMIDATE WIS

INVESTIGATE WIS

=

5

0

5

4

5

5

5

5

5

+

0

0

2

1

0

1

1

2

+

0

0

0

0

0

0

0

2

THREAT RANGE

19

ORIGIN SKILL SKILL NAME SUGGESTED ATTRIBUTES SKILL BONUS RANKS ATTRIBUTE MOD. MISC. MOD. THREAT RANGE

MEDICINE INT

NOTICE WIS

PRESTIDIGITATION DEX

RESOLVE CON

RIDE * DEX

SEARCH INT

SENSE MOTIVE WIS

SNEAK DEX

SURVIVAL WIS

TACTICS INT

+7

+6

+4

+9

+12

=

5

5

4

5

11

+

2

1

0

2

1

+

2

THREAT RANGE

FOCUSES

INTERESTS

TOTAL STUDIES 4

CRAFTING RIDE

Language: Rootwalker

Study: Rootwalker Lands

Woodcarving

Language: Common

Study: The Realm

Painting

Language: Drake

Study: Arcana

Study: Nature

SUBPLOTS

COMPLETED

COMPLETED

COMPLETED

COIN

LIFESTYLE

TOTAL LIFESTYLE 3

COIN IN HAND 8s

PANACHE 3

PRUDENCE 0

APPEARANCE BONUS +1

MONEY SAVED/EARNED 15 %

INCOME 30s

STAKE

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

NAME NOTES

Light sleeper Sleeping is never a terminal situation

Natural camo +5 w/Blend checks in forest/jungle

Paired skills Investigate/Medicine

Many-armed 4 arms (p103)

NAME NOTES

Teacher 1/session, share Investigator feat w/team

Man of reason Flawless Crafting/Medicine (DC 23)

Trade secrets Sense Motive max ranks 11

Bright idea 1/session, re-roll Int, Wis, or Cha check

Investigator +2 and threat 19 w/Investigate, Search



$$\text{INITIATIVE} = \frac{+2}{\text{TOTAL}} = \frac{1}{\text{CLASS BONUS}} + \frac{1}{\text{DEX MOD.}} + \frac{\quad}{\text{MISC. MOD.}}$$

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

WEAPONS					
					
Bullwhip	+2	1d8+1	20	T/1	6
TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
inflicts stress dmg, reach +2, trip					

WEAPON 1	Bullwhip		+2	1d8+1	20	T/1	6
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	inflicts stress dmg, reach +2, trip						
	RNG	SHOTS	QUALITIES/UPGRADES				
WEAPON 2	Quarterstaff		+2	1d10+1	20	L/2	7
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	inflicts subdual dmg						
	RNG	SHOTS	QUALITIES/UPGRADES				

WEAPON 2	Quarterstaff		+2	1d10+1	20	L/2	7
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
			inflicts subdual dmg				
WEAPON 3	RNG	SHOTS	QUALITIES/UPGRADES				
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	RNG	SHOTS	QUALITIES/UPGRADES				

WEAPON 3	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	RNG	SHOTS	QUALITIES/UPGRADES				
WEAPON 4	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	RNG	SHOTS	QUALITIES/UPGRADES				

WEAPON 4	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT		
	RNG	SHOTS	QUALITIES/UPGRADES						
ARMOR	Thick Hide		2	ARMOR					
	TYPE		DR	DP	ACP	SPEED	WGT		
DISGUISE			RESISTANCES		natural				
			UPGRADES						

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

ACTION	BONUS/MOVE	TIME	EFFECT
<i>Attack Actions</i>			
Standard Attack	—	half	1 attack against 1 target
Bull Rush *	+1	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace	—	full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *	—	half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+1	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+1	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel	—	full	Unarmed attack: hit = triple subdual damage
Taunt	+12	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+6	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+4	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trio *	+1	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

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

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

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

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



CARRYING CAPACITY

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



REPUTATION AND RENOWN

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

GEAR

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

MOUNT

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

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
 QUALITIES _____

CONTACT 1

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

CONTACT 2

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

HOLDING 1

NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____
 _____ REP. COST _____

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____
 _____ REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



GEAR AND PRIZES



1

SPELL POINTS

SPELLCASTING BONUS

TOTAL

RANKS

INT
MOD.

MISC.
MOD.

SPELLS KNOWN

TOTAL

RANKS

WISDOM
SCOREMISC.
MOD.

SAVE DC

10

TOTAL

$$\underline{\quad} = 10 +$$

0

CHA
MOD.

FEATS

SPELL LIST

[illegible]

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

NAME	NOTES	NAME	NOTES
The Gift	3/scene, auto-cast above spells		



JIRO KONATA — HUMAN LANCER

Age: 26

Height: 5 ft. 7 in.

Weight: 145 lbs.

Distinguishing Characteristics

Exotic armor; ready wink; macho swagger

Background

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

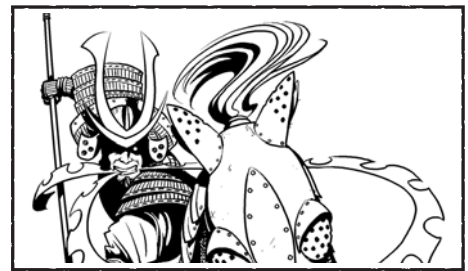
It is fortunate, then, that a killer as proficient as Jiro would also be so good-natured. He laughs loud and long, even at bad jokes, and loves to strut theatrically, especially before women. His friendship with the laconic Hro is something of a mystery but the men are loyal friends and strong warriors,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





ACTION DICE

3 d4
STARTING DICE DIE TYPE



Jiro Konata

CHARACTER NAME

Lancer 3

FIRST CLASS/LEVEL

Fantasy Craft Iconic

PLAYER NAME

Male

GENDER

AGE

HEIGHT

WEIGHT

EYES

HAIR

Single-Minded

SPECIES/TALENT

Cavalier

SPECIALTY

SECOND CLASS/LEVEL

THIRD CLASS/LEVEL

CURRENT XP

NEXT LEVEL

PHYSICAL ATTRIBUTES

MENTAL ATTRIBUTES

ATTRIBUTE NAME

SCORE

MODIFIER

IMPAIRED SCORE

IMPAIRED MODIFIER

STR

13

+1

DEX

14

+2

CON

14

+2

INT

10

+0

WIS

11

+0

CHA

10

+0

STRENGTH

INTELLIGENCE

WISDOM

CHARISMA

SKILLS

MAX RANKS

ORIGIN SKILL

SKILL NAME

SUGGESTED ATTRIBUTES

SKILL BONUS

RANKS

ATTRIBUTE MOD.

MISC. MOD.

THREAT RANGE

ORIGIN SKILL

SKILL NAME

SUGGESTED ATTRIBUTES

SKILL BONUS

RANKS

ATTRIBUTE MOD.

MISC. MOD.

THREAT RANGE

■ ACROBATICS

DEX

+4

= 2

+ 2

+

□ MEDICINE

INT

=

+

+

□ ATHLETICS

STR

+4

= 3

+ 1

+

□ NOTICE

WIS

+2

= 2

+ 0

+

□ BLEND

CHA

=

+

+

□ PRESTIDIGITATION

DEX

=

+

+

□ BLUFF

CHA

=

+

+

□ RESOLVE

CON

+6

= 4

+ 2

+

□ CRAFTING *

INT

=

+

+

□ RIDE *

DEX

+8

= 6

+ 2

+

□ DISGUISE

CHA

=

+

+

■ SEARCH

INT

+1

= 1

+ 0

+

□ HAGGLE

WIS

=

+

+

□ SENSE MOTIVE

WIS

=

+

+

□ IMPRESS

CHA

+3

= 3

+ 0

+

□ SNEAK

DEX

=

+

+

□ INTIMIDATE

WIS

+1

= 1

+ 0

+

□ SURVIVAL

WIS

=

+

+

□ INVESTIGATE

WIS

=

+

+

□ TACTICS

INT

+2

= 2

+ 0

+

FOCUSES

INTERESTS

TOTAL STUDIES

CRAFTING

RIDE

Language: Common

Study: The Realm

Riding Mounts

Study: Horsemanship

Water Vehicles

Study: Etiquette

Study: Weaponry

SUBPLOTS

□ COMPLETED

□ COMPLETED

□ COMPLETED

□ COMPLETED

□ COMPLETED

□ COMPLETED

COIN

LIFESTYLE

TOTAL LIFESTYLE

COIN IN HAND

14s

PANACHE

2

PRUDENCE

1

STAKE

APPEARANCE BONUS

+1

MONEY SAVED/EARNED

20 %

INCOME

20s

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

NAME

NOTES

NAME

NOTES

Practiced Ride

If skill + AD = still fail, retain AD

Born in saddle

Flawless Intimidate/Ride (DC 23)

Companion

Tsuyoi the Warhorse

Favored gear

Double AD for atk/skill chks with Tsuyoi



$$\text{INITIATIVE} = \frac{+6}{\text{TOTAL}} = \frac{4}{\text{CLASS BONUS}} + \frac{2}{\text{DEX MOD.}} + \frac{\quad}{\text{MISC. MOD.}}$$

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

 WEAPONS 					
Spear	+5	1d8+3	19	M/2	12.5
TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
5x2	1	cavalry, reach +1			

WEAPON 1	Spear		+5	1d8+3	19	M/2	12.5
	TYPE	1	ATK	DMG	THREAT	SZ/HAND	WGT
	RNG	SHOTS	cavalry, reach +1				
QUALITIES/UPGRADES							

	Katana	+5	1d10+3	19	S/1	6
	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
	RNG	SHOTS	AP 4, cavalry			

WEAPON 3	NAME		STATS		QUANTITIES/STUNTABLE		
	Wakizashi		+5	1d8+3	20	T/1	4
	TYPE	ATK	DMG	THREAT	SZ/HAND	WGT	
	AP 2						

RNG	SHOTS	QUALITIES/UPGRADES				
Short Bow	+5	1d6	19	S/2	7	
20x6	30	DMG	THREAT	SZ/HAND	WGT	

WEAR 20x6 30 Cavalry
RNG SHOTS QUALITIES/UPGRADES
ARMOR

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

COMBAT ACTIONS

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

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

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

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

COMBAT

CARRYING CAPACITY

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



REPUTATION AND RENOWN

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

GEAR

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

MOUNT

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

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
QUALITIES _____

CONTACT 1

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

CONTACT 2

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

HOLDING 1

NAME _____ SCALE _____ GUESTS _____ / MAX _____
UPGRADES _____
REP. COST _____

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____
UPGRADES _____
REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



GEAR AND PRIZES



AILAYA — ELF MAGE

Age: 129

Height: 5 ft. 6 in.

Weight: 103 lbs.

Distinguishing Characteristics

Flashy clothes; hauntingly beautiful eyes; lithe grace

Background

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

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





ACTION DICE

1 d4
STARTING DICE DIE TYPE



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

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

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

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

SUBPLOTS			
☐ COMPLETED		☐ COMPLETED	☐ COMPLETED
☐ COMPLETED		☐ COMPLETED	☐ COMPLETED

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

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



$$\text{INITIATIVE} = \frac{+8}{\text{TOTAL}} = \frac{2}{\text{CLASS BONUS}} + \frac{1}{\text{DEX MOD.}} + \frac{5}{\text{MISC. MOD.}}$$

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

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

WEAPON 1	No-dachi		+3	1d12+1	19	M/2	15
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	AP 4, cavalry, guard +3*, +2 Impress						
	RNG	SHOTS	QUALITIES/UPGRADES				
WEAPON 2	Throwing Knife		+2	1d4+1	19	D/1	1
	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	15x3		10	poisonous			
	RNG	SHOTS	QUALITIES/UPGRADES				

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

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

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

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

WEAPON 4	TYPE		ATK	DMG	THREAT	SZ/HAND	WGT
	RNG	SHOTS	QUALITIES/UPGRADES				
ARMOR			DR	DP	ACP	SPEED	WGT
	DISGUISE	RESISTANCES			UPGRADES		

 ARMOR 				
DR	DP	ACP	SPEED	WGT
ANCES		UPGRADES		

ACTION	BONUS/MOVE	TIME	EFFECT
<i>Attack Actions</i>			
Standard Attack	—	half	1 attack against 1 target
Bull Rush *	+4	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace	—	full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *	—	half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+7	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+4	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel	—	full	Unarmed attack: hit = triple subdual damage
Taunt	+8	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+8	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+6	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+1	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

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

Movement Actions				
Standard Move	50	ft.	half	Move up to Speed in any direction
Handle item	0	ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0	ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0	ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	200	ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	50	ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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



REPUTATION AND RENOWN

LIFT (2 × HEAVY LOAD, 1/4 SPEED) 420

PUSH/DRAW (5 × HEAVY LOAD, 1/4 SPEED) 1050



NOBLE RENOWN _____ TITLE _____

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	Extra carrying	S/-	Soft 2	5					
Mage pouch	for Spellcasting	D/2	Hard 1	4					
Bedroll	Cold Resist 4	S/-	Soft 1	5					
Groom case	+1 App	D/1	Brittle 1	2					
					Total Enc.				32

NAME _____ SIZE (FOOTPRINT)/REACH _____ (_____) / _____ SPEED _____ TRAVEL _____

ATTRIBUTES _____ INIT _____ ATK _____ DEF _____ RES _____ HEALTH _____ COMP _____

SKILLS _____

QUALITIES _____

ATTACKS _____

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
 QUALITIES _____

CONTACT 2

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

HOLDING 2

NAME _____	SCALE _____	GUESTS _____ / MAX _____	NAME _____	SCALE _____	GUESTS _____ / MAX _____
UPGRADES _____			UPGRADES _____		
REP.COST _____			REP.COST _____		

[illegible]

GEAR AND PRIZES



3

6

11

6

3

2

20

4

16

11

 -10

1

SPELL LIST

[illegible]

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

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



GITAMONAZUMAMON (AKA GIT)

— GOBLIN PRIEST

Age: 19

Height: 3 ft. 9 in.

Weight: 82 lbs.

Distinguishing Characteristics

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

Background

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

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





ACTION DICE

3 (6)
STARTING DICE

d4
DIE TYPE



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

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

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

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

SUBPLOTS			
■ COMPLETED		■ COMPLETED	
■ COMPLETED		■ COMPLETED	

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

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



DEFENSE

14

TOTAL

= 10 +

3

CLASS BONUS

+

0

DEX MOD.

+

SIZE MOD.

+

1

MISC. MOD.

-

ARMOR MOD.

VITALITY

33

TOTAL

CURRENT

WOUNDS

9

TOTAL

CURRENT

CRITICAL INJURIES

SUBDUAL

CURRENT

■■■■

FATIGUED

STRESS

CURRENT

■■■■

SHAKEN

CONDITIONS

SIZE

SIZE

Small

FOOTPRINT

1x1

REACH

1

GROUND SPEED

OTHER SPEED

TRAVEL SPEED

BASE

20 ft.

BASE

MPH

2

PROFICIENCIES

PROFICIENT	FORTE	PROFICIENT	FORTE
■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■
■	■	■	■

UNARMED

BLUNT

EDGED

HURLED

BOWS

BLACK POWDER

SIEGE WEAPONS

INITIATIVE

+1

TOTAL

=

1

CLASS BONUS

+

0

DEX MOD.

+

MISC. MOD.

BASE ATTACKS

ATTACK TYPE

TOTAL

BASE ATTACK

ATTRIBUTE MOD.

MISC. MOD.

UNARMED

+3

=

2

+

1

+

MELEE

+3

=

2

+

1

+

RANGED

+2

=

2

+

0

+

SAVING THROWS

SAVE TYPE

TOTAL

BASE SAVE

ATTRIBUTE MOD.

MISC. MOD.

FORTITUDE

+3

=

2

+

1

+

REFLEX

+1

=

1

+

0

+

WILL

+3

=

2

+

1

+

WEAPON 1

WEAPONS

Main-Gauche

+4

1d4+1

20

D/1

1.5

bleed, guard +1, hook, poisonous

WEAPON 2

Main-Gauche

+4

1d4+1

20

D/1

1.5

bleed, guard +1, hook, poisonous

WEAPON 3

Hand Crossbow

+3

1d6

20

T/1

8

load 3

WEAPON 4

QUALITIES/UPGRADES

ARMOR

ARMOR

TYPE

DR

DP

ACP

SPEED

WGT

DISGUISE

RESISTANCES

UPGRADES

COMBAT ACTIONS

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

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

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

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

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

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



3

SPELL POINTS

SPELLCASTING BONUS

TOTAL

RANKS

INT
MOD.MISC
MOD

SPELLS KNOWN

TOTAL.

RANKS

WISDOM
SCOREMISC.
MOD.

SAVE DC

11

$$= 10 +$$

1

CHA
MOD

FEATS

SPELL LIST

[illegible]

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

NAME	NOTES	NAME	NOTES
Acolyte	Path of Curses I	Path Devoted	Path of Curses II
	(Black Cat feat)		(Cast each above spell 1/scene)



RAELIA CLOUDSPLITTER — GIANT SAGE

Age: 93

Height: 14 ft. 6 in.

Weight: 954 lbs.

Distinguishing Characteristics

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

Background

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

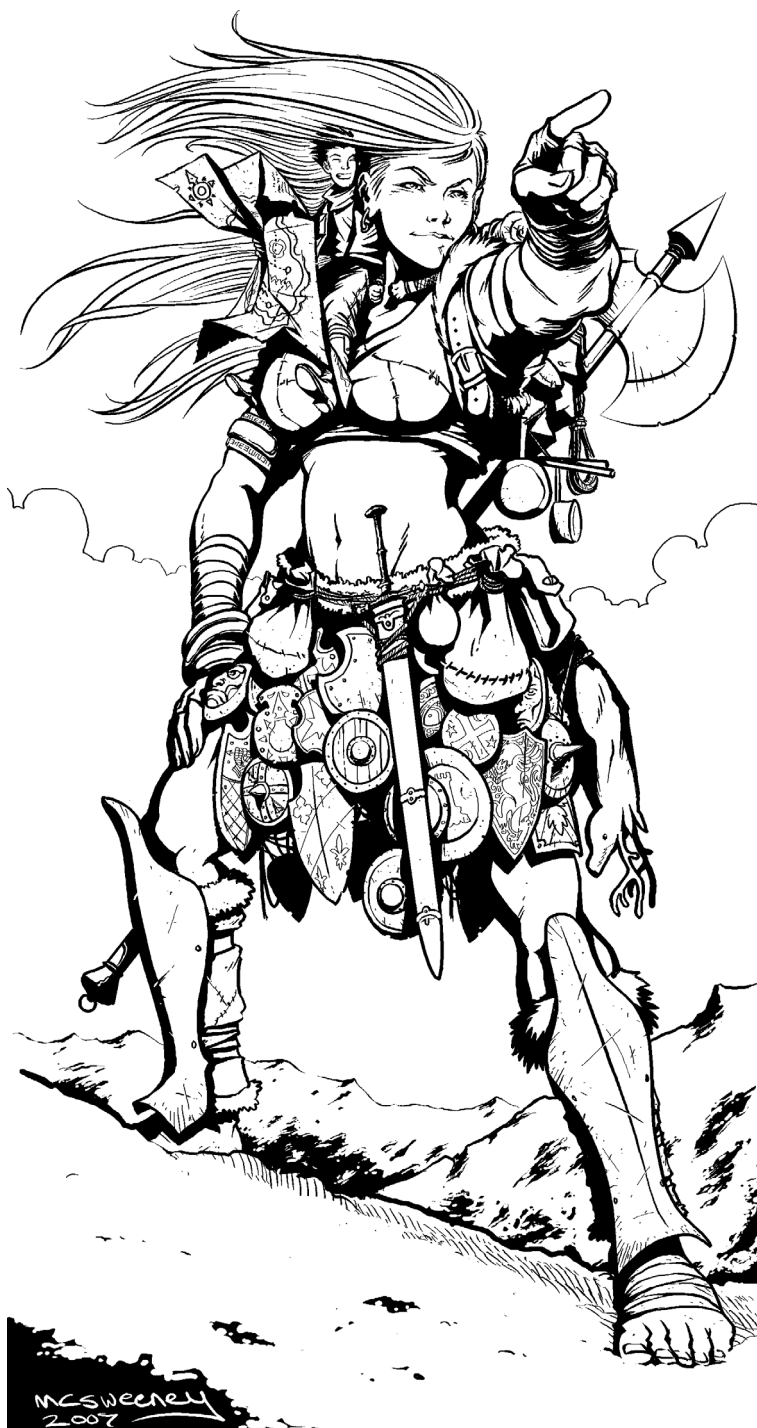
Raelia has found many lands of endless curiosities amongst the small folk of the south, and her closest friend is a wily Pech named Hamlin Hightower, who has been her travel partner and academic associate for fifteen years now. While their quick wits (and her great size) have helped them weather many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

PERSONAL LIEUTENANT — HAMLIN HIGHTOWER

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

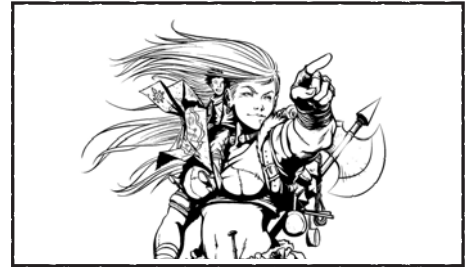
Attacks/Weapons: Bola x 3 (dmg 1d4+2 subdual; threat 19–20; range: 20 ft. x 3; qualities: *Cavalry, finesse, trip*), dagger (dmg 1d4+2 lethal; threat 19–20; qualities: *Bleed, finesse, hurl*)

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





3 STARTING DICE
d4 DIE TYPE



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

Giant
SPECIES/TALENT
SECOND CLASS/LEVEL
CURRENT XP
HEIGHT
WEIGHT
EYES
HAIR

Bard
SPECIALITY
THIRD CLASS/LEVEL
NEXT LEVEL

PHYSICAL ATTRIBUTES				MENTAL ATTRIBUTES					
ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER
STR STRENGTH	12	+1			INT INTELLIGENCE	14	+2		
DEX DEXTERITY	11	+0			WIS WISDOM	13	+1		
CON CONSTITUTION	12	+1			CHA CHARISMA	10	+0		

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

FOCUSES				INTERESTS				TOTAL STUDIES
CRAFTING		RIDE		Language: Giant		Study: Giant Lands		3
Tailoring				Language: Common		Study: The Realm		
						Study: History		

SUBPLOTS			
☐ COMPLETED		☐ COMPLETED	☐ COMPLETED
☐ COMPLETED		☐ COMPLETED	☐ COMPLETED

COIN		LIFESTYLE		TOTAL LIFESTYLE
22s		PANACHE 2		0
		APPEARANCE BONUS +1		15 %
STAKE		INCOME 20s		

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



DEFENSE

7	=	10	+	1	+	0	+	-2	+		-	2
TOTAL				CLASS BONUS		DEX MOD.		SIZE MOD.		MISC. MOD.		ARMOR MOD.

VITALITY

30		
TOTAL		CURRENT

WOUNDS

18		
TOTAL		CURRENT

CRITICAL INJURIES

SUBDUAL

	■■■■
CURRENT	FATIGUED

STRESS

	■■■■
CURRENT	SHAKEN

CONDITIONS

SIZE

SIZE	FOOTPRINT	REACH
Huge	3x3	2

GROUND SPEED

BASE
50 ft.

OTHER SPEED

BASE

TRAVEL SPEED

MPH
5

PROFICIENCIES

PROFICIENT	FORTE		PROFICIENT	FORTE	
■	■	UNARMED	□	□	BOWS
■	□	BLUNT	□	□	BLACK POWDER
■	■	EDGED	□	□	SIEGE WEAPONS
■	□	HURLED			

INITIATIVE

+2	=	2	+	0	+	
TOTAL		CLASS BONUS		DEX MOD.		MISC. MOD.

BASE ATTACKS

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

SAVING THROWS

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

WEAPONS

Halberd	+4	1d12+1	19	L/2	30
TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
RNG	SHOTS	QUALITIES/UPGRADES			
AP 4, reach +1, threat 17 vs. SZ M-					

WEAPON 2

Long Sword	+4	2d6+1	20	M/1	12
TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
RNG	SHOTS	QUALITIES/UPGRADES			
threat 18 v. SZ up to S					

WEAPON 3

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

WEAPON 4

Trample I	+4	1d12+1	20		
TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
RNG	SHOTS	QUALITIES/UPGRADES			
p223 for details on Trampling					

ARMOR

Scalemail	3	-2	-1	-5	396
TYPE	DR	DP	ACP	SPEED	WGT
DISGUISE	Edged 4		Giant		
RESISTANCES		UPGRADES			

COMBAT ACTIONS

ACTION	BONUS/MOVE	TIME	EFFECT
Attack Actions			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+7	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+2	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+7	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+7	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+1	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+3	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+0	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

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

Movement Actions			
Standard Move	50 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	200 ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	50 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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

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



CARRYING CAPACITY

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



REPUTATION AND RENOWN

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

GEAR

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

MOUNT

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

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
 QUALITIES _____

CONTACT 1

CONTACT 2

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

HOLDING 1

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____	NAME _____ SCALE _____ GUESTS _____ / MAX _____
UPGRADES _____	UPGRADES _____
REP. COST _____	REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



GEAR AND PRIZES



HAMLIN HIGHTOWER — PECH SAGE

Age: 43

Height: 3 ft. 6 in.

Weight: 54 lbs.

Distinguishing Characteristics

Optimistic, pleasant demeanor; rugged but attractive features

Background

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

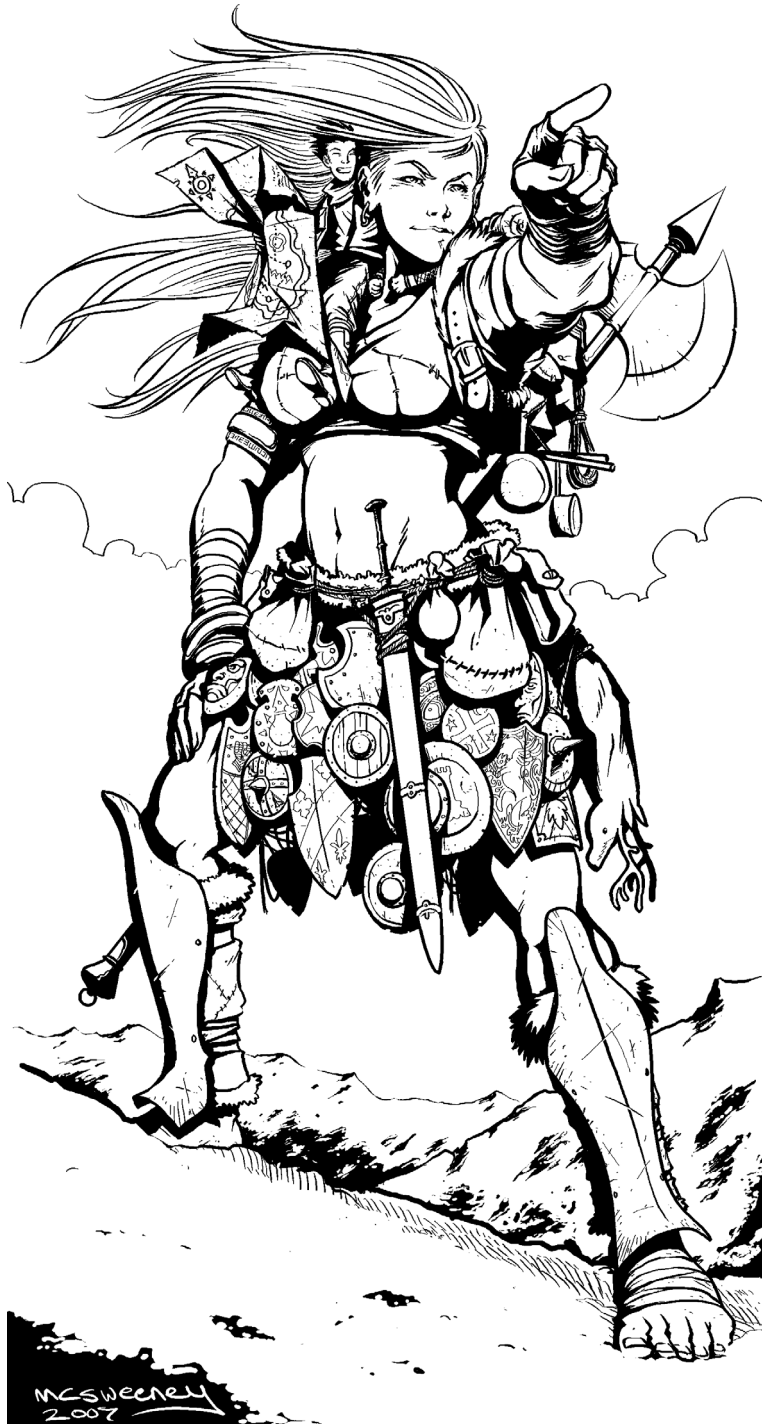
He's found many lands and endless curiosities amongst the far and wide, including his closest friend, a feisty giantess named Raelia Cloudsplitter, who has been his travel partner and academic associate for fifteen years. While their quick wits (and her great size) have helped them weather many perils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

PERSONAL LIEUTENANT — RAELIA CLOUDSPLITTER

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

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

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



Hamlin Hightower

CHARACTER NAME

Sage 3

FIRST CLASS/LEVEL

Fantasy Craft Iconic

PLAYER NAME

Male

GENDER

AGE

HEIGHT

WEIGHT

EYES

HAIR

Pech

SPECIES/TALENT

SECOND CLASS/LEVEL

CURRENT XP

Bard

SPECIALITY

THIRD CLASS/LEVEL

NEXT LEVEL



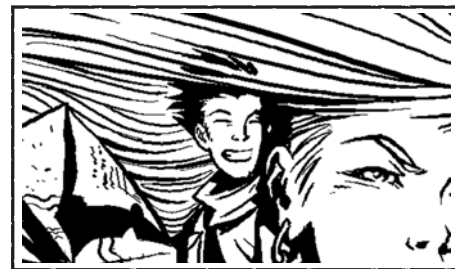
ACTION DICE

3

d4

STARTING DICE

DIE TYPE



PHYSICAL ATTRIBUTES

MENTAL ATTRIBUTES

ATTRIBUTE NAME

SCORE

MODIFIER

IMPAIRED SCORE

IMPAIRED MODIFIER

STR

12

+1

STRENGTH

DEX

14

+2

DEXTERITY

CON

12

+1

CONSTITUTION

ATTRIBUTE NAME

SCORE

MODIFIER

IMPAIRED SCORE

IMPAIRED MODIFIER

INT

14

+2

INTELLIGENCE

WIS

13

+1

WISDOM

CHA

10

+0

CHARISMA

SKILLS

MAX RANKS

ORIGIN SKILL

SKILL NAME

SUGGESTED ATTRIBUTES

SKILL BONUS

RANKS

ATTRIBUTE MOD.

MISC. MOD.

THREAT RANGE

ACROBATICS

DEX

+7

6

1

ATHLETICS

STR

+2

2

0

BLEND

CHA

+2

2

0

BLUFF

CHA

+3

1

2

CRAFTING *

INT

+1

1

0

DISGUISE

CHA

+6

5

1

HAGGLE

WIS

+6

6

0

IMPRESS

CHA

INTIMIDATE

WIS

+7

6

1

INVESTIGATE

WIS

ORIGIN SKILL

SKILL NAME

SUGGESTED ATTRIBUTES

SKILL BONUS

RANKS

ATTRIBUTE MOD.

MISC. MOD.

THREAT RANGE

MEDICINE

INT

+4

2

2

NOTICE

WIS

+7

6

1

PRESTIDIGITATION

DEX

+4

2

2

RESOLVE

CON

+2

1

1

RIDE *

DEX

+3

1

2

SEARCH

INT

+8

6

2

SENSE MOTIVE

WIS

+7

6

1

SNEAK

DEX

+7

5

2

SURVIVAL

WIS

TACTICS

INT

+4

2

2

FOCUSES

INTERESTS

TOTAL STUDIES

CRAFTING

RIDE

Language: Pech

Study: Pech Lands

Cartography

Land Vehicles

Language: Common

Study: The Realm

Study: Cartography

SUBPLOTS

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COMPLETED

COIN

LIFESTYLE

TOTAL LIFESTYLE

COIN IN HAND

22s

PANACHE

2

PRUDENCE

0

STAKE

APPEARANCE BONUS

+1

MONEY SAVED/EARNED

15 %

INCOME

20s

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

NAME

NOTES

NAME

NOTES

Personal Lt.

Raelia Cloudsplitter, Giant Sage

Hearty appetite

May benefit from 2 food and 2 drink /day

Beguiling

Fixate target with successful Taunt (p22)

Fortune favors

+2 on every AD rolled

Encourage

Speak to teammate = +1 save bonus

Well-rounded

5 free ranks in Sneak

Free hint

1/session, free hint or 1 AD from GM

Wise council

Share AD with teammates (p47)

Practiced

Impress (if spent AD = fail, retain AD)

Assistance I

Reduce time for skill check (p47)

Best of the best

Share skill bonuses w/teammate (p47)



DEFENSE

14

TOTAL

= 10 +

1

CLASS BONUS

+

2

DEX MOD.

+

1

SIZE MOD.

+

MISC. MOD.

-

ARMOR MOD.

VITALITY

30

TOTAL

CURRENT

WOUNDS

8

TOTAL

CURRENT

CRITICAL INJURIES

SUBDUAL

CURRENT

■■■■

FATIGUED

STRESS

CURRENT

■■■■

SHAKEN

CONDITIONS

SIZE

Small

FOOTPRINT

1x1

REACH

1

GROUND SPEED

BASE

30 ft.

OTHER SPEED

BASE

TRAVEL SPEED

MPH

3

PROFICIENCIES

PROFICIENT

FORTE

■

■

■

■

UNARMED

BLUNT

EDGED

HURLED

PROFICIENT

FORTE

■

■

■

■

BOWS

BLACK POWDER

SIEGE WEAPONS

INITIATIVE

+4

TOTAL

=

2

CLASS BONUS

+

2

DEX MOD.

+

MISC. MOD.

BASE ATTACKS

ATTACK TYPE

TOTAL

BASE ATTACK

ATTRIBUTE MOD.

MISC. MOD.

UNARMED

+3

=

2

+

1

+

MELEE

+3

=

2

+

1

+

RANGED

+4

=

2

+

2

+

SAVING THROWS

SAVE TYPE

TOTAL

BASE SAVE

ATTRIBUTE MOD.

MISC. MOD.

FORTITUDE

+3

=

2

+

1

+

REFLEX

+4

=

2

+

2

+

WILL

+3

=

2

+

1

+

WEAPON 1

Bola

+5

1d6+2 s

19

S/1

2

20x3

TYPE

3

RNG

SHOTS

ATK

DMG

THREAT

SZ/HAND

WGT

cavalry, finesse, trip

QUALITIES/UPGRADES

WEAPON 2

Dagger

+4

1d6+2

19

D/1

2

15x2

TYPE

1

RNG

SHOTS

ATK

DMG

THREAT

SZ/HAND

WGT

bleed, finesse, hurl (+5 attack)

QUALITIES/UPGRADES

WEAPON 3

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

QUALITIES/UPGRADES

WEAPON 4

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

QUALITIES/UPGRADES

ARMOR

Leather

2

0

0

-5

2.5

+4

TYPE

DR

DP

ACP

SPEED

WGT

Fire 5

DISGUISE

RESISTANCES

UPGRADES

COMBAT ACTIONS

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

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

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

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

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

NAME	NOTES	NAME	NOTES



CARRYING CAPACITY

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



REPUTATION AND RENOWN

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

GEAR

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

MOUNT

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

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
 QUALITIES _____

CONTACT 1

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

CONTACT 2

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

HOLDING 1

NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____
 _____ REP. COST _____

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____
 _____ REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



GEAR AND PRIZES



HRO — HUMAN SCOUT

Age: 23

Height: 5 ft. 9 in.

Weight: 152 lbs.

Distinguishing Characteristics

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

Background

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

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





3 STARTING DICE
d4 DIE TYPE



Hro

CHARACTER NAME

Scout 3

FIRST CLASS/LEVEL

Fantasy Craft Iconic

PLAYER NAME

Male

GENDER

Hardy

SPECIES/TALENT

SECOND CLASS/LEVEL

CURRENT XP

HEIGHT

WEIGHT

EYES

HAIR

Ranger

SPECIALTY

THIRD CLASS/LEVEL

NEXT LEVEL

PHYSICAL ATTRIBUTES

MENTAL ATTRIBUTES

ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER
STR STRENGTH	12	+1		
DEX DEXTERITY	14	+2		
CON CONSTITUTION	15	+2		

ATTRIBUTE NAME	SCORE	MODIFIER	IMPAIRED SCORE	IMPAIRED MODIFIER
INT INTELLIGENCE	11	+0		
WIS WISDOM	12	+1		
CHA CHARISMA	10	+0		

SKILLS

MAX RANKS

ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
☐	ACROBATICS	DEX	+5	3	2		
☐	ATHLETICS	STR	+4	3	1		
☐	BLEND	CHA	+2	2	0		
☐	BLUFF	CHA					
☒	CRAFTING *	INT	+1	1	0		
☐	DISGUISE	CHA					
☐	HAGGLE	WIS					
☐	IMPRESS	CHA					
☒	INTIMIDATE	WIS	+5	4	1		
☐	INVESTIGATE	WIS					

ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
☐	MEDICINE	INT	+3	3	0		
☐	NOTICE	WIS	+6	5	1		
☐	PRESTIDIGITATION	DEX					
☐	RESOLVE	CON	+4	2	2		
☐	RIDE *	DEX	+3	1	2		
☐	SEARCH	INT					
☐	SENSE MOTIVE	WIS					
☐	SNEAK	DEX	+7	5	2		
☐	SURVIVAL	WIS	+4	3	1		
☐	TACTICS	INT	+4	4	0		

FOCUSES

INTERESTS

TOTAL STUDIES

CRAFTING

RIDE

Language: Common

Study: The Realm

Tanning

Riding Mounts

Language: Elf

Language: Goblin

Language: Ogre

SUBPLOTS

☐ COMPLETED		☐ COMPLETED		☐ COMPLETED	
☐ COMPLETED		☐ COMPLETED		☐ COMPLETED	

COIN

LIFESTYLE

TOTAL LIFESTYLE

COIN IN HAND

47s

PANACHE

0

PRUDENCE

1

STAKE

APPEARANCE BONUS

0

MONEY SAVED/EARNED

20

%

INCOME

0

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

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



$$\text{INITIATIVE} = \frac{+6}{\text{TOTAL}} = \frac{4}{\text{CLASS BONUS}} + \frac{2}{\text{DEX MOD.}} + \frac{\quad}{\text{MISC. MOD.}}$$

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

WEAPONS					
Dagger	+3	1d6+1	19	D/1	2
TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
5x2	1	bleed, hurl (+7 atk, 1d6+2 dmg)			

 WEAPON 1	Dagger		+3	1d6+1	19	D/1	2
	15x2	TYPE 1	bleed, hurl (+7 atk, 1d6+2 dmg)				
	RNG	SHOTS	QUALITIES/UPGRADES				
 WEAPON 2	The Threefang		+5	1d6+2	20	T/1	1
	20x3	TYPE 1	keen 4, return, magic (see Prizes)				
	RNG	SHOTS	QUALITIES/UPGRADES				

WEAPON 3	RNG	SHOTS	QUALITIES/UPGRADES				
	60x6	Sling TYPE 10	+5 ATK	1d4+1 s DMG	20 THREAT	S/2 SZ/HAND	1 WGT
			load 1				
WEAPON 4	RNG	SHOTS	QUALITIES/UPGRADES				
		TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
			QUALITIES/UPGRADES				

Armor stat comparison for Natural, 2, and Thick Hide. The chart shows the relative values of various armor stats for each type. Natural is the baseline (1.0). 2 is approximately 1.5x Natural. Thick Hide is approximately 2.5x Natural.

Armor Type	DR	DP	ACP	SPEED	WGT
Natural	1.0	1.0	1.0	1.0	1.0
2	1.5	1.5	1.5	1.5	1.5
Thick Hide	2.5	2.5	2.5	2.5	2.5

RUNNING OX — OGRE SOLDIER

Age: 52

Height: 9 ft. 1 in.

Weight: 745 lbs.

Distinguishing Characteristics

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

Background

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

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

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





ACTION DICE

3 STARTING DICE d4 DIE TYPE



Running-Ox	Ogre	Tribesman
CHARACTER NAME	SPECIES/TALENT	SPECIALITY
Soldier 3		
FIRST CLASS/LEVEL	SECOND CLASS/LEVEL	THIRD CLASS/LEVEL
Fantasy Craft Iconic		
PLAYER NAME	CURRENT XP	NEXT LEVEL
Male		
GENDER	AGE	HEIGHT
	WEIGHT	EYES
		HAIR

PHYSICAL ATTRIBUTES			MENTAL ATTRIBUTES		
ATTRIBUTE NAME	SCORE	MODIFIER	ATTRIBUTE NAME	SCORE	MODIFIER
STR STRENGTH	15	+2	INT INTELLIGENCE	10	+0
DEX DEXTERITY	12	+1	WIS WISDOM	11	+0
CON CONSTITUTION	18	+4	CHA CHARISMA	8	-1

SKILLS										MAX RANKS					
ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE	ORIGIN SKILL	SKILL NAME	SUGGESTED ATTRIBUTES	SKILL BONUS	RANKS	ATTRIBUTE MOD.	MISC. MOD.	THREAT RANGE
☐	ACROBATICS	DEX						☐	MEDICINE	INT					
☐	ATHLETICS	STR	+12	8	2	2	19	☐	NOTICE	WIS	+2	2	0		
☐	BLEND	CHA						☐	PRESTIDIGITATION	DEX					
☐	BLUFF	CHA						☐	RESOLVE	CON	+9	3	4	2	19
☐	CRAFTING *	INT						☐	RIDE *	DEX					
☐	DISGUISE	CHA						☐	SEARCH	INT					
☒	HAGGLE	WIS	+2	2	0			☐	SENSE MOTIVE	WIS					
☐	IMPRESS	CHA						☒	SNEAK	DEX	+4	3	1		
☐	INTIMIDATE	WIS	+4	4	0			☐	SURVIVAL	WIS	+3	3	0		
☐	INVESTIGATE	WIS						☐	TACTICS	INT	+2	2	0		

FOCUSES		INTERESTS		TOTAL STUDIES	
CRAFTING	RIDE	Language: Ogre	Study: Ogre Lands	2	
		Language: Common	Study: Gambling		
		Language: Orc			

SUBPLOTS		
☐ COMPLETED		☐ COMPLETED
☐ COMPLETED		☐ COMPLETED

COIN		LIFESTYLE		TOTAL LIFESTYLE	
COIN IN HAND	31 s	PANACHE	0	PRUDENCE	0
STAKE		APPEARANCE BONUS	0	MONEY SAVED/EARNED	15 %
		INCOME	0		

NON COMBAT ABILITIES: CLASS ABILITIES, FEATS, AND OTHER OPTIONS			
NAME	NOTES	NAME	NOTES
Banned checks	Influence, Outmaneuver, Tumble	B. Skill Mastery	Athlete (p98)
Enlighten chks	Athletics & Intimidate	Paired skills	Resolve & Survival
Reviled	Disposition of non-Ogres decreases 10		



DEFENSE

14

TOTAL

= 10 +

2

CLASS BONUS

+

1

DEX MOD.

+

-1

SIZE MOD.

+

3

MISC. MOD.

-

-1

ARMOR MOD.

VITALITY

48

TOTAL

CURRENT

WOUNDS

27

TOTAL

CURRENT

CRITICAL INJURIES

SUBDUAL

CURRENT

■■■■

FATIGUED

STRESS

CURRENT

■■■■

SHAKEN

CONDITIONS

SIZE

FOOTPRINT

REACH

Large

2x2

1

GROUND SPEED

OTHER SPEED

TRAVEL SPEED

BASE

BASE

MPH

35 ft.

3

PROFICIENCIES

PROFICIENT

FORTE

UNARMED

PROFICIENT

FORTE

BOWS

■■

■■

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■■

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■■

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■■

■■

BLUNT

EDGED

HURLED

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BLACK POWDER

SIEGE WEAPONS

INITIATIVE

+3

TOTAL

=

2

CLASS BONUS

+

1

DEX MOD.

+

MISC. MOD.

BASE ATTACKS

ATTACK TYPE

TOTAL

BASE ATTACK

ATTRIBUTE MOD.

MISC. MOD.

UNARMED

+5

=

3

+

2

+

MELEE

+5

=

3

+

2

+

RANGED

+4

=

3

+

1

+

SAVING THROWS

SAVE TYPE

TOTAL

BASE SAVE

ATTRIBUTE MOD.

MISC. MOD.

FORTITUDE

+6

=

2

+

4

+

REFLEX

+3

=

1

+

2

+

WILL

+3

=

3

+

0

+

WEAPONS

Broadsword

+6

1d12+2

20

M/1

16

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

AP 2, massive, ogre-made

RNG

SHOTS

QUALITIES/UPGRADES

WEAPON 2

Tower Shield

+6

1d4+2 s

no

M/1

12

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

guard +3 (when ready)

RNG

SHOTS

QUALITIES/UPGRADES

WEAPON 3

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

QUALITIES/UPGRADES

WEAPON 4

TYPE

ATK

DMG

THREAT

SZ/HAND

WGT

RNG

SHOTS

QUALITIES/UPGRADES

ARMOR

Chainmail (P)

3

-1

-1

-5 ft.

90

TYPE

DR

DP

ACP

SPEED

WGT

-8

Edged 2

light fittings

DISGUISE

RESISTANCES

UPGRADES

COMBAT ACTIONS

ACTION	BONUS/MOVE	TIME	EFFECT
<i>Attack Actions</i>			
Standard Attack		half	1 attack against 1 target
Bull Rush *	+12	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace		full	(<i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *		half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	+1	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple	+12	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel		full	Unarmed attack: hit = triple subdual damage
Taunt	+0	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Threaten	+4	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	+9	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	+1	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

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

<i>Movement Actions</i>			
Standard Move	35 ft.	half	Move up to Speed in any direction
Handle item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	140 ft.	full	Move 4 × Speed in straight line (3 × Speed in full armor); become <i>flat-footed</i>
Total Defense	35 ft.	full	1 Standard Move; +4 dodge bonus to Def for 1 full round

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

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

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



COMBAT



CARRYING CAPACITY

LIGHT LOAD to 200 HEAVY LOAD (-2 DEF/PHYSICAL, 1/2 SPEED) 201-600
 OVERLOADED (-5 DEF/PHYSICAL, CAN'T MOVE) 601+
 LIFT (2 × HEAVY LOAD, 1/4 SPEED) 1200
 PUSH/DRAW (5 × HEAVY LOAD, 1/4 SPEED) 3000



REPUTATION AND RENOWN

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

GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT
Backpack	Extra carrying	M/-	Soft 2	5					
Waterskin	2 Quarts	T/1	Soft 1	6					
50' hemp rope	1000 lb capacity	S/2	Soft 2	10					
Large sack	25 lb capacity	S/1	Soft 1	1					
					Total Enc.				140

MOUNT

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

VEHICLE

NAME _____ SPEED _____ TRAVEL _____ SIZE/DEF _____ OCC/LOAD _____ CONST _____
 QUALITIES _____

CONTACT 1

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

CONTACT 2

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

HOLDING 1

NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____
 _____ REP. COST _____

HOLDING 2

NAME _____ SCALE _____ GUESTS _____ / MAX _____
 UPGRADES _____
 _____ REP. COST _____

MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST



GEAR AND PRIZES

