

Skill	Value D6 Rolls	Points Spent	Starting Level	Low	Med	High	Very High	Epic	Current	Points Required	0	1	3	6	10	15
Combat																
Strength			Points Provided	10	20	30	40	50								
Endurance																
Nature			Background	Choose 3 skills, each get +1. Choose 2 free proficiencies.												
Perception			Feats	Points	Explanation											
Agility			Focus	5	+1S to a specific check type or of different skill checks in a focused condition.											
Acrobatics			Companion	3/6/12	A (human, plant, animal, construct, monster) companion of choice. Regular (3), rare (6) or legendary (12)											
Wisdom			Arcane powers	6	Abjuration, evocation, transmutation, illusion, enchantment, necromancy, divination, conjuration. Choose 1 (others cost proficiency)											
Heal*			Divine powers	7	Life, death, war, peace, light, darkness, tempest, nature, knowledge, trickery. Choose 2 (you worship a related deity).											
Persuasion			Other powers	5	Teleportation, phasing, elemental control, invisibility, telepathy, telekinesis, shapeshifting, rage, bardic inspiration...											
Trickery			Natural traits-1	5	Wings, tails, claws, weak aura, bark-skin (+end to life), powers per enc. (x2), disease-poison-magic-elemental-divine resistance...											
Divine*			Natural traits-2	7	Regeneration, strong aura, stone-skin (+2end to life), powers per enc. (x3) disease-poison-magic-elemental-divine immunity...											
Arcane*			Special senses	4	Dark vision, scent sense, tremor sense, acute hearing...											
			Proficiency	2	Knowledge of a subject / using a tool or a weapon / performing a job / speaking a language / equipping light or heavy shields [Def: +1/+2] or light or heavy armors [Armor: +1/+2] (heavy requires proficiency with light first) / dual wield											
			Equipment	2/5/10	Rare, legendary or unique. +1 to values, +1 to S, +1 to def, +1 to armor, and/or other magical abilities.											

Power*

*cannot be used untrained

	Current	Total						
Life		3 x endurance 4 x end. (bark-skin) 5 x end. (stone-skin)	Defense	Agility/2↓ + shield + cover	Action	2 + 1* * if you have at least one journeyman skill	Melee Attack	Combat + str/3↓ + per/3↓ (1h) Combat + str/2↓ (2h)
Sanity		Wisdom	Armor	Equipment	Powers per encounter/day	Power x feat* *1, 2 or 3	Ranged Attack	Combat + per/2↓ + str/3↓ (bows/throw) Combat + per/2↓ (crossbows)
Stamina		Endurance						

Player
Character

ROLE (choose one)

- Cleric or Cultist
- Guard or Smuggler
- Soldier or Rebel
- Bounty hunter or Fugitive
- Mercenary
- Assassin
- Thief
- Spy
- Diplomat
- Explorer
- Scholar
- Government official
- Other: _____

PLAYER NOTES

Proficiencies, traits and powers:

Wealth:

Equipment:

Other:

Success/fail probability table*

Difficulty Level	Number of D6 rolls							
	1	2	3	4	5	6	7	8
Very Easy (1)	50%	75%	88%	94%	97%	98%	99%	100%
Easy (2)	0	25%	50%	69%	81%	89%	94%	96%
Medium (3)	0	0	13%	31%	50%	66%	77%	86%
Difficult (4)	0	0	0	6%	19%	34%	50	64%
Very Difficult (5)	0	0	0	0	3%	11%	23%	36%
Near Impossible (6)	0	0	0	0	0	2%	6%	14%
Impossible (7)	0	0	0	0	0	0	1%	4%

*In each roll 4, 5 and 6 are successful. Double-sixes increase the success number by 1.

Personality

Motivation
(choose one)

- Curiosity, Wealth, Influence, Heroism, Self-betterment,
 Fame, Personal Achievement (_____)

Conduct
(choose one for each row)

- | | | |
|--|----------------------------------|----------------------------------|
| <input type="checkbox"/> Honorable | <input type="checkbox"/> Neutral | <input type="checkbox"/> Cunning |
| <input type="checkbox"/> Impulsive | <input type="checkbox"/> Neutral | <input type="checkbox"/> Prudent |
| <input type="checkbox"/> Compassionate | <input type="checkbox"/> Neutral | <input type="checkbox"/> Cruel |

Bonds
(choose 1 or 2)

- Self, Lover, Family, Friends, Organization, Faith,
 Ethnic/Race, Life, Nature, Other
- Details: _____

Defining Characteristics
(choose 1 to 3)

- Generous or selfish, Rational or emotional,
 Neat or untidy, Progressive or traditionalist,
 Austere or hedonist, Cheerful or melancholic,
 Kind or rude, Humble or arrogant,
 Racist or xenophilic, Spiritualist or materialist

Basic Actions

- **Move** for 5sq (10 meters), **stand up**, **draw weapon** from sheath, **drink potion** from belt.
- **Use a skill** or power, **attack** an enemy
- **Help another**: +1+S/2 to S of the action
- **Precise action**: +1 to S of next action
- **Ambush**: Ready a skill which will be activated via a trigger.

Advanced Combat Actions

- **Disarm**: Disarms opponent via combat (vs combat or strength)
- **Trip**: Trips opponent via combat (vs agility or strength)
- **Grapple**: Initiate grapple (strength) to subdue or immobilize target (vs strength or agility). If failed target escapes.
Grapple 2nd phase: Continue grapple to bypass-defense and damage (S-strength or agility) or knock-out (vs endurance + strength or agility). If failed target escapes.

Advanced Attacks

- **Acrobatics**: +S/2 to the next melee attack (via acrobatics skill).
- **Quick attack** (2AP): 3 attacks with 0, -1 and -2 to S
- **Whirlwind attack** (3AP): One attack with -2 to S, to everyone in range
- **Duelling**: +1 to S of attacks and +1 to defense until next turn against a single opponent in melee. Only when the off hand is free.
- **Dual attack**: 2 attacks with -1 to S (only when dual-wield, proficiency eliminates penalty)

Defensive Actions

- **Defensive action**: +1 defense (via shield or cover) or +S/2 to defense (acrobatics or powers) until the next turn.
- **Parry**: +S/2 to defense against melee (or +S/4 against ranged) until the next turn. -1 to S if two-handed, +1 to S when dual-wield (requires proficiency) or when duelling.

Weapon Bonuses

One handed	: +str/3 +per/3
Two-handed	: +str/2
Throwing and bows	: +str/3 +per/3
Crossbow	: +per/2

Advantages/Disadvantages

Mild	: +/- 1 to S
Extreme	: +/- 2 to S

Weapon Properties

Masterwork	+1S
Disarming	+2S
Parrying	+2S
Tripping	+2S
Reaching	+1sq

Weapon and Armor

One-handed melee weapons

Two-handed melee weapons

Special weapon (choose)

Daggers and swords

Axes

Maces

Spears

Staves

Dual-wielding

Duelling

Bows

Crossbows

Throwing

Unarmed

Light Shield

*Heavy Shield

Light Armor

*Heavy Armor

*Only if you have light versions.

Knowledge (wisdom)

History

Magic

Religion

Politics

Nobility

Warfare

Local

Language

Culture

Undead

Dragons

Demons

Golems

Goblins

Other (relevant skill)

Pickpocket (trickery)

Lockpicking (trickery)

Set/disable traps (nature or trickery)

Carpenter (varies)

Blacksmith (varies)

Herbalist (nature or heal)

Use scrolls and wands (wisdom)

Create scrolls and wands (arcane)

Cast spells from a school of magic (arcane)

Meta-magic (silent spell, lasting spell)

Create magic item (arcane)

Create potions (divine)

Navigator (nature)

Sailor (varies)

Cartographer (nature)

Trader (varies)

Horse riding (varies)

Climbing (varies)

Swimming (varies)

Stealth (nature or trickery)

Magic Schools

Abjuration: Protection, counter-action

Conjuration: Summoning and teleportation

Divination: Acquire-reveal information

Enchantment: Affecting mind of others

Evocation: Energy manipulation

Illusion: Change the appearance

Necromancy: Death, undead life energy

Transmutation: Matter manipulation

Divine Domains

Life // Death

Light // Darkness

Knowledge

Trickery

War

Nature

Tempest

Adventure

	Place (D4/2)		Place-2 (D8)		Quest (D8)		Threat (D12)		Valuable (D4)		Twists (D20)
1.	Wilderness	1.	City / Forest	1.	Retrieve valuable	1.	Evil faction/guild	1.	Person/s	1.	Must stay undetected
2.	Civilization	2.	Town /Mountain	2.	Clear a place from a threat	2.	Wildlife/animals/plants	2.	Artifact	2.	Clones/copies
		3.	Village / Valley	3.	Escort/protect valuable to safety	3.	Natural phenomenon	3.	Knowlegde	3.	Something is an illusion
		4.	Castle / Dungeon	4.	Secure a strategic place	4.	Divine entity	4.	Multiple	4.	Someone is enchanted
		5.	Ship / Island-Sea	5.	Seek (built) a shelter from a threat	5.	Powerful creature/person			5.	Betrayal
		6.	Temple / Ruins	6.	Solve the crime/mystery	6.	Governor/King			6.	Experiment
		7.	Caravan / Caves	7.	Diplomacy	7.	Ignorant innocents			7.	On the clock
		8.	Extradimensional		(arbitration /contact /relief)	8.	Assassination			8.	Valuable is evil
				8.	Reroll	9.	Elite few			9.	Valuable is fake
						10.	Mindless horde			10.	Extra hidden threat
						11.	Stupid horde			11.	Extra threat
						12.	Spell			12.	Threat is hidden

Level	Very Low	Low	Medium	High	Very High	Epic
Action	1	2	2	2	3	3
Life	3	6	9	15	21	30
Armor	0	1	1	2	3	4
Defense	0	1	2	3	4	5
Attack/spells	3	4	6	8	10	13
Primary Skills	2	3	4	5	6	7
Secondary Skills	1	2	2	3	3	4

- 13. Extreme conditions
- 14. Evil have minions
- 15. Minions serve an evil
- 16. Unpredictable magic
- 17. Tricksters game
- 18. Shapeshifters
- 19. Secret cult
- 20. Multiple twists

