



fantasy

Attributes

Aspect + 

Intellect + 

Power + 

Reflex + 

Skills

Charm  Detect Magic  Detect Motive 

Heal  Intimidate  Persuade  Survival 

Craft  Detect Trap  Know History 

Know Nature  Listen  Magic Use  Spot 

Athletics  Brute Force  Climb  Hold 

Lift  Resist 

Acrobatics  Disarm Trap  Hide Motive 

Pick Lock  Sleight-of-Hand  Sneak 

Experience

LEVEL 1 (0 XP +) Explorer 

LEVEL 2 (50 XP +) Adventurer 

LEVEL 3 (100 XP +) Hero 

LEVEL 4 (200 XP +) Champion 

LEVEL 5 (500 XP) Legend 

Player: **Friar Myk**

Dwarf  Elf  Cleric 

Halfling  Rogue  Warrior 

Human  Wizard 

Racial Advantages

- +1 attack bonus against natural beasts
- Persuade skill
- Lift skill
- +1 Aspect

Class Abilities

- Spellcasting (Divine)
- Words of Strength

Toughness

5+

Hit Points

8

Power Points

4

Magic Points

5

Spells & Notes

- Burning Touch
- Sword of the Spirit

Wealth

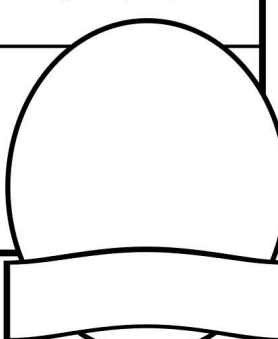
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CP: ____

Equipment

- Whitewood quarterstaff (+1 attack bonus)
- Waterlogged book of prayers
- Holy water (1d5 damage to evil, etc.)



RULES:

ALL ROLLS USE ONE 

When attempting an ACTION or PERCEPTION CHECK (p. 4)

When conducting a SAVE versus DEATH or DISMEMBERMENT (p. 5)

When conducting a CHALLENGE against OTHERS (p. 5)



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LEVEL 5 (500 XP) Legend 

Player: **Sylvia**

Dwarf  Elf  Cleric 

Halfling  Rogue  Warrior 

Human  Wizard 

Racial Advantages

- +1 to Perception Checks
- +1 damage to evil creatures
- Immunity to poison

Class Abilities

- Deflect projectiles
- Evade
- Feint

Toughness

4+

Hit Points

7

Power Points

6

Magic Points

0

Spells & Notes

Wealth

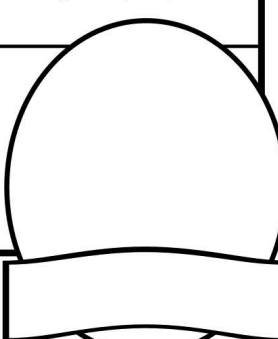
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CP: ____

Equipment

- Stiletto (concealed in bootheel)
- Grey cloak (+1 to hide/sneak checks in low light)
- Thief's kit
- Waterlogged pouch of herbs (restores 1d5 Power Points)
- Silver ring



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Player: **Trundle**

Dwarf  Cleric 

Elf  Rogue 

Halfling  Warrior 

Human  Wizard 

Hit Points: **10**

Power Points: **4**

Magic Points: **0**

Spells & Notes

Racial Advantages

- x2 XP against goblinoids
- Craft skill
- -1 to magical attacks (as target)
- +1 Hit Point per level

Class Abilities

- Defensive Rush
- Power Strike

Wealth

GP: ____

SP: ____

CP: ____

Equipment

- One-handed battleaxe (+1 damage)
- 3 salt-hardened meat rations
- Tarnished medal

Toughness **5**+

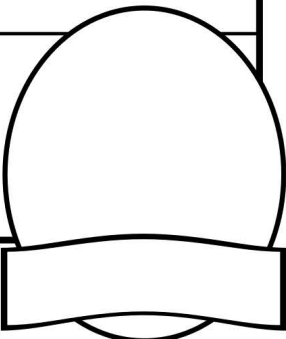
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Player: **TIGRA**

Dwarf  Bard 

Elf  Cleric 

Halfling  Rogue 

Human  Warrior 

Amazon  Wizard 

Hit Points: **6**

Power Points: **7**

Magic Points: **0**

Spells & Notes

Racial Advantages

- +1 Toughness
- +1 Power
- Climb skill

Class Abilities

- Resonance
- Inspire

Wealth

GP: ____

SP: ____

CP: ____

Equipment

- Obsidian dagger (+1 damage)
- Hand drum (with leather strap)
- Pouch of dry flower petals (+1 to bardic ability for duration of combat when burned)

Toughness **4** + 1

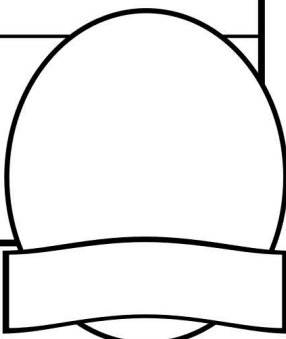
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Player: **Croak**

Dwarf 

Druid 

Elf 

Cleric 

Halfling 

Rogue 

Human 

Warrior 

Wart  Wizard 

Hit Points

8

Power Points

3

Magic Points

7

Spells & Notes

- Cure Wounds
- Lightning Bolt

Racial Advantages

- +1 damage to insectoids
- Breakfall ability
- Acrobatics skill
- +1 Reflex

Class Abilities

- Animal Form
- Spellcasting (Natural)
- Wild Growth

Toughness 4+

Wealth

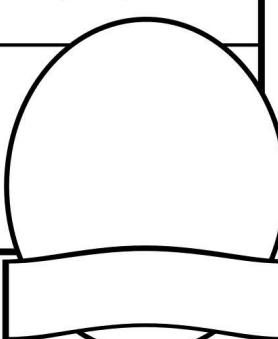
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CP: ____

Equipment

- Blackwood staff (covered in moss and granting the Magic Use skill when wielded)
- Bone charm (strung on a natural fiber necklace)
- Flint and steel



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LEVEL 5 (500 XP) Legend 

Player: **Ficus**

Dwarf 

Druid 

Elf 

Cleric 

Halfling 

Rogue 

Human 

Warrior 

Wizard 

Hit Points

7

Power Points

4

Magic Points

7

Spells & Notes

- Ball of Light
- Fireball
- Phantom Hand

Racial Advantages

- Hide skill
- Sneak skill
- -1 to ranged attacks (as target)
- +1 Power Point per level

Class Abilities

- Presitidigitation
- Spellcasting
- Splash Effect

Toughness 4+

Wealth

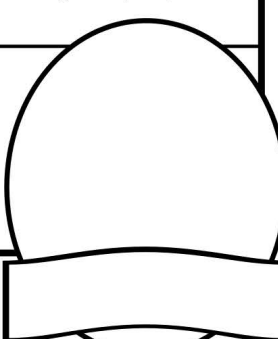
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Equipment

- Waterlogged satchel containing one usable spell scroll
- Candle stub (when lit, grants +1 to magical attacks)



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