



# COMBAT

Weapon	<i>Sling</i>	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes	RoF	10
<b>Attack Bonus</b>		4		3		1						Distance (ft.)	Attack Die	
<b>Speed</b>		9				-1						5-40	d20p	
<b>Initiative</b>		1		1								41-80	d12p	
<b>Defense</b>		1		3			4	-2				81-120	d8p	
<b>Damage</b>		d4p+d6p		-1								121-160	d4p	

Specialization	+1	+2	+3	+4	+5	Notes
Attack	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	Spec costs depend on class replace x with Fighter 5 Thief 7 Cleric 8 Mage 10
Speed	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Defense	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Damage	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Notes	d4p+d6p, RoF 10, S, P, Base Fatigue 2					

Min weapon speed: Small 2, Med 3, Large 4

Weapon	<i>dagger, no shield</i>	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes
<b>Attack Bonus</b>		3		3								
<b>Speed</b>		6 or 4										base speed 7 5 size S
<b>Initiative</b>		1		1								reach 0'
<b>Defense</b>		1		3			4	-2				draw 0 <sub>sec</sub> base fatigue 2
<b>Damage</b>		2d4p-1 or d4-1		-1								base damage 2d4p type P

Specialization	+1	+2	+3	+4	+5	Notes
Attack	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	Spec costs depend on class replace x with Fighter 5 Thief 7 Cleric 8 Mage 10
Speed	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Defense	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Damage	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Notes	2d4p, 7(5), S, T, P					

Min weapon speed: Small 2, Med 3, Large 4

Weapon	<i>club w/ shield</i>	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes
<b>Attack Bonus</b>		3		3								
<b>Speed</b>		10										base speed 10 size M
<b>Initiative</b>		1		1								reach 1 1/2'
<b>Defense</b>		9		3			4	-2	4			draw 1 <sub>sec</sub> base fatigue 3
<b>Damage</b>		d6p+d4p-1		-1								base damage d6p+d4 type C

Specialization	+1	+2	+3	+4	+5	Notes
Attack	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	Spec costs depend on class replace x with Fighter 5 Thief 7 Cleric 8 Mage 10
Speed	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Defense	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Damage	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Notes	d6p+d4p, 10, M, 2 1/2', C					

Min weapon speed: Small 2, Med 3, Large 4

Weapon	<i>club, no shield</i>	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes
<b>Attack Bonus</b>		3		3								
<b>Speed</b>		9										base speed 10 size M
<b>Initiative</b>		1		1								reach 1 1/2'
<b>Defense</b>		1		3			4	-2				draw 1 <sub>sec</sub> base fatigue 2
<b>Damage</b>		d6p+d4p-1		-1								base damage d6p+d4 type C

Specialization	+1	+2	+3	+4	+5	Notes
Attack	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	Spec costs depend on class replace x with Fighter 5 Thief 7 Cleric 8 Mage 10
Speed	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Defense	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Damage	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Notes	d6p+d4p, 10, M, 2 1/2', C					

Min weapon speed: Small 2, Med 3, Large 4

Weapon	<i>club, 2 hands</i>	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes
<b>Attack Bonus</b>		3		3								
<b>Speed</b>		12										base speed 10 size M
<b>Initiative</b>		1		1								reach 1 1/2'
<b>Defense</b>		5 then 1		3			4	-2				draw 1 <sub>sec</sub> base fatigue 2
<b>Damage</b>		d6p+d4p+2		-1								base damage d6p+d4 type C

Specialization	+1	+2	+3	+4	+5	Notes
Attack	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	Spec costs depend on class replace x with Fighter 5 Thief 7 Cleric 8 Mage 10
Speed	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Defense	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Damage	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	
Notes	d6p+d4p, 10, M, 2 1/2', C					

Min weapon speed: Small 2, Med 3, Large 4

# COMBAT

Weapon	1.sword w/ shield	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes
<b>Attack Bonus</b>	3			3								
<b>Speed</b>	10 or 8											base speed 10 8 size M
<b>Initiative</b>	1			1								reach 2 1/2'
<b>Defense</b>	9			3			4	-2	4			draw 1 sec base fatigue 3
<b>Damage</b>	2d8p-1 (d8-1)			-1								base damage 2d8p type H
<b>Specialization</b>	+1	+2	+3	+4	+5	Spec costs depend on class						
Attack	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	replace x with						
Speed	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	Fighter 5 Thief 7 Cleric 8						
Defense	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	Mage 10						
Damage	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)							
Notes	2d8p, 10 (8), M, 3 1/2', H											

Min weapon speed: Small 2, Med 3, Large 4

Weapon	1.sword no shield	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes
<b>Attack Bonus</b>	3			3								
<b>Speed</b>	9 or 7											base speed 10 8 size M
<b>Initiative</b>	1			1								reach 2 1/2'
<b>Defense</b>	1			3			4	-2				draw 1 sec base fatigue 2
<b>Damage</b>	2d8p-1 (d8-1)			-1								base damage 2d8p type H
<b>Specialization</b>	+1	+2	+3	+4	+5	Spec costs depend on class						
Attack	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	replace x with						
Speed	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	Fighter 5 Thief 7 Cleric 8						
Defense	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	Mage 10						
Damage	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)							
Notes	2d8p, 10 (8), M, 3 1/2', H											

Min weapon speed: Small 2, Med 3, Large 4

Weapon	1.sword 2-Handed	Total	Level	Abil.	Spec.	Talents	Racial	Armor	Shield	Magic	Prof penalty	Notes
<b>Attack Bonus</b>	3			3								
<b>Speed</b>	12 or 10											base speed 10 8 size M
<b>Initiative</b>	1			1								reach 2 1/2'
<b>Defense</b>	5 then 1			3			4	-2				draw 1 sec base fatigue 2
<b>Damage</b>	2d8p+2 (d8+2)			2								base damage 2d8p type H
<b>Specialization</b>	+1	+2	+3	+4	+5	Spec costs depend on class						
Attack	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	replace x with						
Speed	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	Fighter 5 Thief 7 Cleric 8						
Defense	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)	Mage 10						
Damage	<input type="checkbox"/> (6 BP)	<input type="checkbox"/> (12 BP)	<input type="checkbox"/> (18 BP)	<input type="checkbox"/> (24 BP)	<input type="checkbox"/> (30 BP)							
Notes	2d8p, 10 (8), M, 3 1/2', H											

Min weapon speed: Small 2, Med 3, Large 4



## Racial Preferences

Elves	Dwarves	Halflings	Humans
Like	Like	Prefer	Like

## Alignment

### Alignment

#### Quirks & Flaws

**Anosmia.** People with anosmia have no sense of taste or smell. This is mistakenly believed to be an advantage by some adventurers as it permits them to enter areas with extremely strong odors that would repel others. A serious problem stemming from this flaw is that an individual cannot judge if food is spoiled or liquids are tainted. Rotten meat, sour wine, curdled milk and spoiled fruit are indistinguishable from fresh and wholesome food and drink. Because he has never experienced the revulsion of tasting and immediately spitting out putrid food, neither has he had the visual cues identifying such noxious stuff burned into his brain. Anosmiacs are very prone to food poisoning and dysentery.

**Foul-Mouthed.** While most people may utilize the occasional epithet for particular emphasis, the foul-mouthed individual peppers his speech with a stellar compliment of vulgarities for no seeming purpose. Even when in polite company, the vulgarian finds it extremely difficult to curtail his frickin' swearing.

#### Fighter/ Thief Armor Penalties to skills

Skill	Studded Leather/ Ringmail Penalty	Scalemail/ Chainmail Penalty
Climbing/ Rapelling	25%	35%
Disarm Trap	15%	20%
Hiding	15%	20%
Identify Trap	10%	10%
Listening	5%	10%
Lock Picking	10%	15%
Pick Pocket	25%	30%
Sneaking	20%	35%

#### Siblings

- 1 living older brother (very close)
- 2 dead older brother
- 3 dead younger brother
- 4 dead younger sister

#### Contact

Law enforcement official,

#### Ranged Weapons

##### Sling.

Ready carried - 1 sec.

Load - 2 secs.

Spin - 1 secs.

Aim - 4 secs.

Recovery Time - 2 secs.

## Level Up

### Class Advancement Table

Level	Hit Die (d8)	Attack Bonus	Speed	Initiative	Initiative die	
1	1	0	0	0	standard	
2	1 + re-roll	+1	0	0	standard	
3	2	+1	0	-1	standard	Rearward Strike
4	2 + re-roll	+2	0	-1	one better	
5	3	+2	0	-1	one better	
6	3 + re-roll	+2	0	-1	one better	Rearward Strike increase
7	4	+2	-1	-1	one better	
8	4 + re-roll	+3	-1	-2	two better	
9	5	+3	-1	-2	two better	Rearward Strike increase
10	5 + re-roll	+3	-1	-2	two better	

**Proficiencies.** They may purchase all weapon proficiencies at 1/2 BP cost (Fighter/ Thief)

**Purchasing Other Skills:** The following list of skills represent some special domains of fighter/ thieves: Acting, Appraisal, Current Affairs, Disguise, Distraction, Escape Artist, Fast Talking, Gambling, Glean Information, Listening, Observation, Salesmanship and Seduction (Art of ).

If a thief purchases any of these skills, modify his mastery roll by +2 or by the relevant ability score modifier, whichever is greatest.

At 2nd and each subsequent level a fighter thief receives one roll of the appropriate mastery die in any 2 of the above skills

May purchase Appraisal (Arms & Armor at half price)

**Talents:** May purchase Crack Shot or Greased Lightning (only for slings) at 50% BP