

FANTASY EXPRESS

COMBAT EXAMPLE



FIREHAWK GAMES

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Warning

This Combat Example was created using version 0.27 of the *Fantasy Express Open Beta* rules.

There is a slight chance that a future update to the rules may change some of the details of what is included in there. Regardless, minor detail changes do not invalidate the overall processes and steps that used to handle combat resolution, as those remain the same.

FIREHAWK GAMES

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COMBAT EXAMPLE

INTRODUCTION

The purpose of this document is to give you an example of a combat between multiple characters & creatures, so that when you are GMing or Playing Fantasy Express in the future, you have at least a basic understanding of what happens.

For this example, we are going to use 5 of the Pre-Generated Characters that we have released in our Quick Start Adventure and 4 creatures of same level.

THE COMBATANTS

THE PRE-GENERATED CHARACTERS

For the Pre-generated Characters (PCs), we will be using the following list:

- **Argorn:** A *Verdyri (Wood Elf) Scout/Scout* – Argorn wears a soft leather byrnie and reinforced leather bracers. While he prefers having his bow ready and arrow notched, in this dungeon setting he left his bow outside, and is carrying his buckler, but his smallsword is sheathed.
- **Myddan:** A *D'Anui (Human) Magus/Bard* – Myddan wears a soft leather hauberk and carries a jo staff that he also uses as a walking stick. While holding this jo staff, Myddan also gets a +1 to casting spells.
- **Patches:** A *Dvargr (Dwarven) Rogue/Thief* – Patches got his name from the patchwork discolorations across his entire body. He wears a soft leather hauberk and wields a spiked handaxe and a buckler in combat.
- **Vilkin:** A *Aeshi (Dwelf) Sohei/Sohei* – Brother Vilkin is a *Warrior Monk* who focuses on enhancing his abilities without using magic like some monks do. He wears a padded gambeson, and carries a quarterstaff along with a few other weapons.
- **Zhoran:** A *Ethori (Gnome) Scout/Scout* – Zhoran wears a soft leather byrnie and reinforced leather bracers and is not carrying any weapons in his hands while they explore, but he does have his shield in hand. Zhoran uses a Sykir, a parrying dagger that some cultures call a Main Gauche.

The PCs have left most of their gear at their camp, under the watchful eye of a hireling brought along specifically for that purpose. Argorn has also left his companion wolf, Yip, to assist the hireling and to help make sure that nothing happens to their equipment while they explore the tunnels under the ruins.

THE OPPONENTS

For our Foes, we have our four Kobold warriors who are exploring the ruins as a potential home for their tribe to move into.

- **Groutok:** Groutok wears a soft leather byrnie and carries a short sword and buckler.
- **Zetok:** Zetok wears a soft leather byrnie and carries a short spear and buckler.
- **Hartok:** Groutok wears a soft leather byrnie and carries a short sword and buckler.
- **Chitok:** Chitok wears a soft leather byrnie and carries a short spear and buckler.

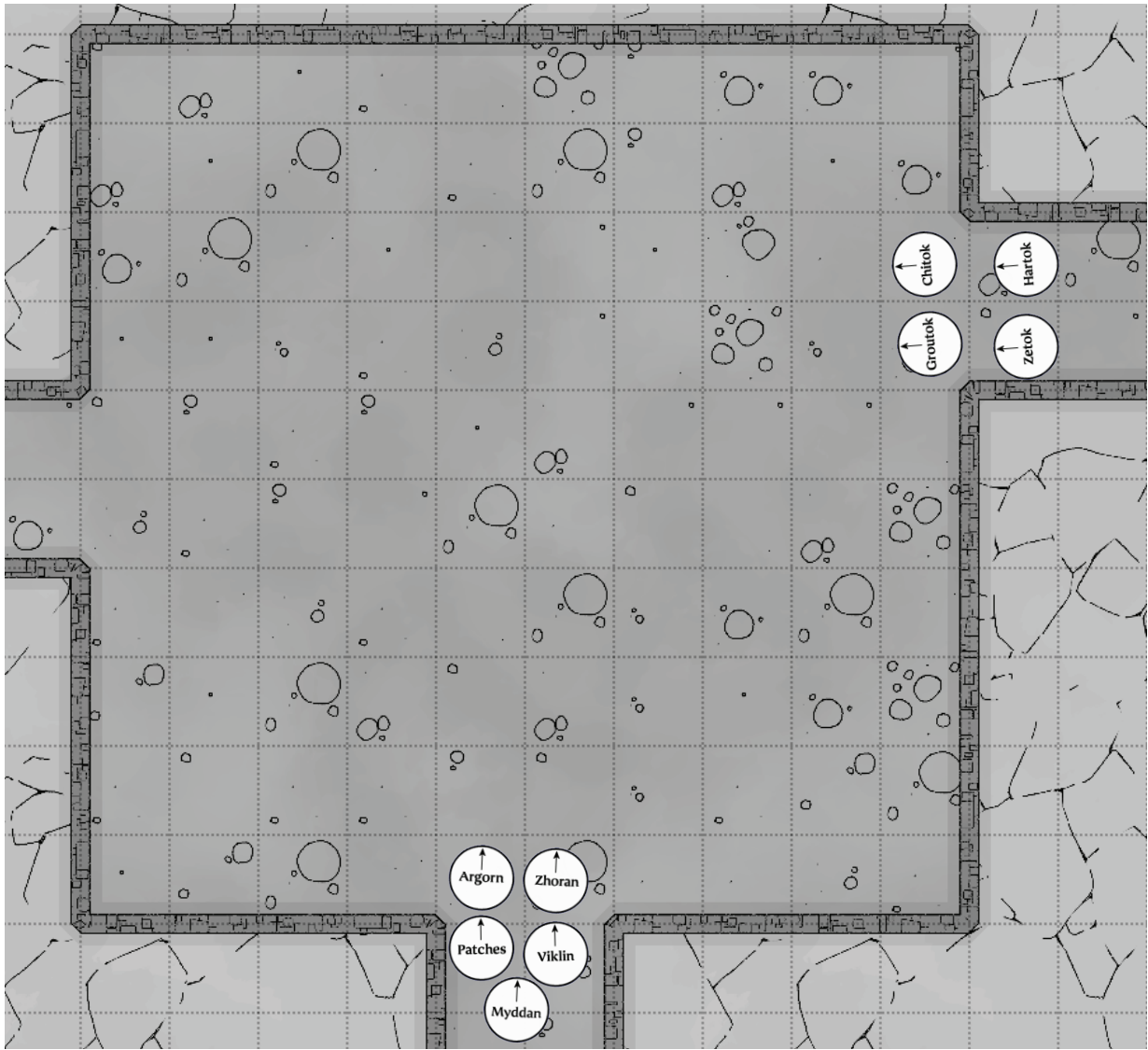
At the end of this Combat Example, we have included a Stat Block for each Kobold, and our Pre-generated Character (PC) sheets.

COMBAT EXAMPLE

The PCs are exploring the underground ruins of an old monastery looking for lost treasures. Our foes, the Kobold quartet, are exploring the ruins in order to scout it out as a potential lair for the tribe.

One thing that makes the underground chambers of these ruins unusual is that there are crystals embedded in the walls, up near the ceiling that give off a glow, allowing the entirety of the complex to be bathed in a soft light. Attempts to remove the crystals have always ended in the destruction of the crystal once it was removed.

For both groups, this means that there is no need for torches or lanterns and that there are no shadows to give either group away. Additionally, there seems to be a hush over the entire complex. Small noises and conversational tones tend to not travel very far at all, making the place ideally suited for meditation. After all, it used to belong to a monastery.



ROUND 1

For the first round, we have both groups entering this chamber (50' x 50') from different directions. Our first task is to check for surprise (since neither group knows about the other).

CHECK FOR SURPRISE

To determine if either group is surprised, we will have each group make a single Perception roll. With the following possible results:

- **Kobolds & PCs both succeed:** Neither group is surprised.
- **Kobolds & PCs tie:** Neither group is surprised.
- **One group succeeds, the other does not:** The group that failed their Perception is surprised.
- **Kobolds & PCs both fail:** Both groups are surprised.

Looking at our PCs, Argorn has a *Perception* of 12 and our Kobolds have a *Roguary* bonus of 10. Argorn rolls a 9 for a total of 21. The GM rolls an 11 for the Kobolds for total of 21. Since both fell within the Failure/Partial Success range on the FEAT table, this means that both parties are surprised.

Since everybody is surprised, the GM decides to keep things simpler by ignoring the -20 to initiative for everybody, but to still limit everybody to the restrictions found under the Condition, *Surprised*. This means that in the first round, nobody may attack and they are all limited to either a *Half* or *Free Actions*, with no attacks or spell casting allowed.

PHASE 1 – ROLL INITIATIVE

Each player rolls 2d10 and their Dex stat to determine what their initiative will be. The GM makes a roll for each of the Kobolds, adding

Argorn: Roll of 11, plus his Dex of 4 gives him a total Initiative of 15.

Myddan: Roll of 12, plus his Dex of 2 gives him a total Initiative of 14.

Patches: Roll of 19, plus his Dex of 3 gives him a total Initiative of 22.

Viklin: Roll of 11, plus his Dex of 3 gives him a total Initiative of 14.

Zhoran: Roll of 14, plus his Dex of 3 gives him a total Initiative of 17.

Groutok: Roll of 9, plus a default Dex of 3 gives him a total Initiative of 12.

Hartok: Roll of 18, plus a default Dex of 3 gives him a total Initiative of 21.

Chitok: Roll of 13, plus a default Dex of 3 gives him a total Initiative of 16.

Zetok: Roll of 10, plus a default Dex of 3 gives him a total Initiative of 13.

Since we have 2 with the same Initiative, (Myddan and Viklin) at Initiative point 14, so we compare their Dex scores, and Viklin gets to go before Myddan.

This gives us a final initiative order of the following:

Patches: 22

Hartok: 21

Zhoran: 17

Chitok: 16

Argorn: 15

Viklin: 14

Myddan: 14

Zetok: 13

Groutok: 12

PHASE 2 – DECLARE ACTIONS

To avoid confusion, I am not going to give the players of the specific characters names, just treat characters as if they are the ones declaring their actions. First the GM declares the actions of the Kobolds.

Groutok: Sprints into the room, while shouting something in. He draws his short sword at the same time.

Chitok: Sprints into the room.

Zetok: Sprints into the room.

Hartok: Sprints into the room, drawing his short sword at the same time.

Now the players declare their actions. There is no specific order required for doing this, so we are simply going to do it in alphabetical order to make things simpler. A different GM might ask them to declare action in reverse initiative order (from low to high), or starting at his left simple move around the table until everybody has declared and settled upon their action.

Argorn: Sprints as far as he can into the room and slightly to the left. This way, he can go for the one farthest from their entrance. He draws his smallsword as he moves.

Myddan: Moves into the room and stops just to the left of the entrance, to get the best view for spells.

Patches: Sprints into the room and slightly to the right. He draws his handaxe as he moves.

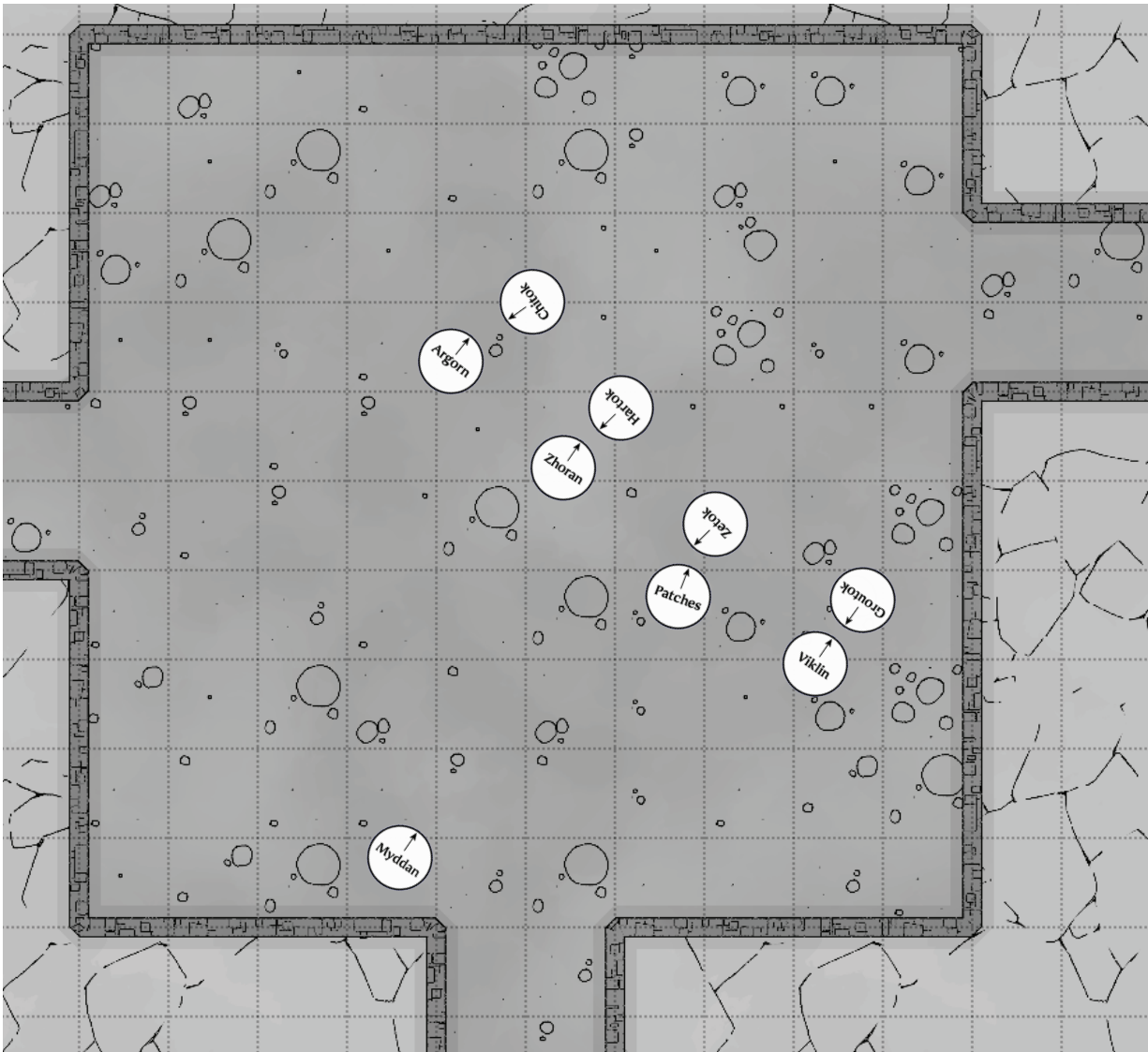
Viklin: Sprints into the room and to the right, to come closest to the wall. He already has his quarterstaff out and ready to go.

Zhoran: Sprints straight into the room, drawing his scimitar as he moves.

PHASE 3 – RESOLVE ACTIONS

A round is a very short period of time and everything is considered to be happening simultaneously. Our Initiative numbers are there to impose a little order to the overall chaos of a combat. Since everybody is moving, and nobody is able to attack this round, our round is relatively short. This does allow the characters to close with one another. And once movement is complete, everybody except Myddan is considered to be *Engaged*.

Everybody simply moves into their new positions, readying their weapons for melee combat.



ROUND 2

PHASE 1 – INITIATIVE & UPKEEP

Since we already have rolled Initiative for the Combat, and neither side has attacked the other yet, we can mostly skip Phase 1 for this round

We can skip Phase 1, and move directly to Phase 2. As a reminder, our Initiatives are as follows:

- Patches (22):** No Damage
- Hartok (21):** No Damage
- Zhoran (17):** No Damage
- Chitok (16):** No Damage
- Argorn (15):** No Damage
- Viklin (14):** No Damage
- Myddan (14):** No Damage
- Zetok (13):** No Damage
- Groutok (12):** No Damage

PHASE 2 – DECLARE ACTIONS

As before, the GM declares the Actions of the Kobolds, and then the players declare the Actions of their characters in whatever order the GM has determined. For our purposes, this is simply alphabetical.

Groutok: He will attack Viklin. He has an AB of 9, and a DM of 4, including the bonus from his Target Shield.

Chitok: He will attack Argorn. He has an AB of 9, and a DM of 4, including the bonus from his Target Shield.

Zetok: He will attack Patches. He has an AB of 9, and a DM of 4, including the bonus from his Target Shield.

Hartok: He will attack Zhoran. He has an AB of 9, and a DM of 4, including the bonus from his Target Shield.

And for the PCs, we get the following declarations:

Argorn: Argorn puts half of his AB (4, upping his DM for this round to 9) into Parrying any attack, and then attacks with his remaining AB of 4.

Myddan: Myddan casts a Fire Bolt using his Elemental Attacks spell. He has a bonus of 8 to cast the spell, and an Attack Bonus of 7 for throwing the Fire Bolt. He decides to attack Chitok, who is fighting Argorn.

Patches: Patches makes a full out attack on Zetok. His attack bonus is 8, and his DM is 4, including his Buckler (Target Shield).

Viklin: Viklin declares that he wants to do a *Riposte*, which means he holds his action, other than *Parrying*, until after Groutok attacks and then he strikes. Since his Quarterstaff has the Weapon Quality of *Martial*, this gives him a +4 to his Attack Bonus for a total AB of 12. He decides to place 6 points of his newly adjusted AB into Parrying, bring his DM up to 14, and leaving him 6 AB for his attack. This remaining Attack Bonus may be increased, depending on how well his Parry worked.

Zhoran: Zhoran is going to Parry with 2 points of his AB (since he is using a Parrying Dagger, any amount used to Parry gets a +3 as the weapon has the Weapon Quality of *Parry(3)*, thus he gains a total of +5 to his DM, bring it up to 11 for the round, including his Target Shield and his Style Bonus), and he will make an attack using his remaining AB of 6.

PHASE 3 – RESOLVE ACTIONS

Patches (22): Patches rolls a 17. Adding in his Attack Bonus of 8, and subtracting the Kobold's DM of 4, gives Patches a total roll of 21. He deals 9 Hits (base Damage Rating of 8, plus 1 for being 1 point over 20) of slashing damage to Zetok, and Patches earns one Success Level. Patches decides to put it into Critical Damage, so he deals another 3 Hits and Pain (1), which means that Patches delivers a total of 12 Hits after we and a -1 for all Actions. Zetok has an AR of S5, so those 12 Hits are reduced to 7.

Hartok (21): Hartok rolls a 10. Adding in his AB of 9 and subtracting Zhoran's total DM of 11 gives Hartok a total roll of 8, a clear miss, or in this case, Zhoran simply bats the attack away.

Zhoran (17): Zhoran make a stabbing attack and rolls a 14. Adding in his remaining AB of 6, and subtracting Hartok's DM of 4 gives a total roll of 16. This is just enough to strike Hartok. His Sykir deals 7p and Hartok has an AR of P3, so Zhoran deals a total of 4 Hits of damage.

Chitok (16): Chitok rolls a 10. Adding in his attack bonus of 9 and subtracting Argorn's DM of 9 gives a total Attack Roll of 10, a miss.

Argorn (15): Argorn Rolls an 8. Adding in his remaining Attack Bonus of 4 and subtracting the foe's DM of 4, gives him a total roll of 8, another clear miss.

Myddan (14): Myddan rolls a 10 (double 5s) for a total Casting Roll of 18. This means that his spell is only half as effective, so it does a base of 5 Hits of elemental heat damage instead of the normal 10 Hits.

Myddan then rolls a 19 for his Attack Roll. This is within the open-ended range, so he makes another roll, getting a 11 for a total dice roll of 30. We add in his Attack Bonus of 7 and subtract his target's DM of 8 (base of 4, plus 4 for *Half Hard Cover* from being in melee), and that gives us a total attack roll of 29. This means that Myddan's attack deals 10 hits total (+1 for each point over 20, up to amount equal to Damage Rating of the attack, i.e. +5 Hits). He also earns 3 Success Levels on his Attack Roll. Myddan decides to spend 2 SL on *Critical Results (Dazed(2), Pain(1), and +5 Hits)*, and 1 on *Other Combat Boons* in an attempt to disarm Chitok. Chitok rolls a 5, adds in his 11 for his RSR and subtracts Myddan's level (1), for a total roll of 15. Checking the FEAT table, this is a *Failure*, so the GM describes this as the Fire Bolt hitting Chitok's hand, sending Chitok's short spear clattering 8 feet behind him. Chitok takes a total of 12 Hits of damage (after subtracting his AR of E3) and receives *Dazed(2)* and *Pain(1)*. Since Chitok already performed his Actions for the Round, the Dazed will not take effect until the following Round.

He yelps in pain! Note that AR reduces the *total* Hits delivered from all aspects of the attack.

In a campaign, the roll of double 5 when casting a spell would normally trigger checks for Wyrstorms and/or Magical Resonance, but we will skip that for our combat example.

Zetok (13): Zetok rolls a 9. Adding in his AB of 9, subtracting Patches' DM of 4, and subtracting the -1 that Zetok received from the Critical that Patches delivered, gives a total of 13, a miss. Patches just laughs at Zetok.

Groutok (12): Groutok rolls a 12. He adds in his AB of 9, and subtracts Viklin's DM of 14 for a total roll of 7, a miss.

Viklin (14): Viklin rolls an 18. Since Groutok's attack missed, Viklin gets a +4 bonus to his attack since he is performing a *Riposte*. Starting with his roll of 18, we add in his remaining 6 AB and the +4 bonus and then subtract Groutok's DM of 4 for a total roll of 24. Viklin's Quarterstaff does 14b Hits of damage, plus 4 more from going above 20, for a total of 18 Hits. He also earns 2 Success Levels to spend on the Combat Boons table. Viklin decides to spend one Success Level on Critical Damage, dealing *Dazed(1)* and +3 Hits. He spends the other Success Level in an attempt to disarm his foe. Groutok rolls a 7, plus his RSR of 11, minus Viklin's Level (1), for a total of 17. The FEAT table says this is a *Failure/Partial Success*, so the GM decides that it did disarm Groutok, but the weapon does not go flying, it lands at his feet.

Since a Quarterstaff does a bash attack, Viklin has dealt a total of 21 Hits and *Dazed* for one round. Since Groutok already took his Action for the Round, he will be *Dazed* the next Round. Groutok has an AR of B4, so the 21 Hits are reduced to 17 Hits.

ROUND 3

PHASE 1 – INITIATIVE & UPKEEP

Patches (22): No damage

Hartok (21): Lost 4 Hits of damage. He has 21 Hits left.

Zhoran (17): No damage

Chitok (16): Lost 12 Hits, and he is Dazed (-4) for 2 Rounds (this round and the next), and is also at -1 to all actions from the burn he received. He has 13 Hits left. He has been disarmed.

Argorn (15): No damage

Viklin (14): No damage

Myddan (14): No damage

Zetok (13): Lost 7 Hits, and is at -1 to all actions from the Slash Critical he received. He has only 18 Hits left.

Groutok (12): Lost 17 Hits, and Dazed (-4) for this Round. He has 8 Hits left.

PHASE 2 – DECLARE ACTIONS

Groutok: He will attack Viklin. He has lost his weapon, so he will attack with his Claws. He has an AB of 10, and a DM of 4, including the bonus from his Target Shield.

Chitok: He will attack Argorn. He has lost his weapon, so he will attack with his Claws. He has an AB of 10, and a DM of 4, including the bonus from his Target Shield.

Zetok: He will attack Patches. He has an AB of 9, and a DM of 4, including the bonus from his Target Shield.

Hartok: He will attack Zhoran. He has an AB of 9, and a DM of 4, including the bonus from his Target Shield.

And for the PCs, we get the following declarations:

Argorn: Seeing his foe disarmed, he attacks with his full AB of 8, and his DM is a 5, including his Target Shield.

Myddan: Myddan casts another Fire Bolt towards Chitok. He is not within melee range of any foes.

Patches: Patches makes a full out attack on Zetok. He has a DM of 4.

Viklin: Viklin makes a full out attack on Groutok. He has a DM of 8.

Zhoran: Zhoran decides it is time to Disarm his foe, Hartok. Since he is using his Sykir, he receives a +4 to Disarm attempts.

PHASE 3 – RESOLVE ACTIONS

Patches (22): Patches rolls a 20. This is an open-ended roll, so he makes a second roll and gets a 8. Adding in his Attack Bonus of 8 and subtracting Zetok's DM of 4 gives us a total of 32. Since this is more than 8 points above 20, the attack deals 16 Hits of damage and it earns 4 Success Levels. Patches goes for straight up damage, which means +10 Hits (26 Hits total), Pain(3), and Bleed(3). Zetok has an AR of S5, so this will result in 21 Hits. Zetok falls to the ground dead.

Hartok (21): Hartok rolls a 13. He adds in his Attack Bonus of 9 and subtracts Zhoran's DM of 6 for a total roll of 16. This is a hit. Hartok will deal 8s Hits. Zhoran has an AR of S8, so while Hartok hit, Zhoran's armor was able to deflect the blow.

Zhoran (17): Zhoran rolls a 15 in his attempt to Disarm his foe. Zhoran adds his AB of 8, and the +4 that his weapon receives for Disarm attempts for a total of 27. Hartok rolls an 11, and he adds his AB of 9 and since his weapon is a short sword, which also has the Quality of *Martial*, it gets another +4, giving him a total roll of 24. Zhoran wins the Conflicting Action, so Hartok's weapon goes flying and lands 6 feet away.

Chitok (16): Chitok rolls a 9. He adds his Attack Bonus of 9, and subtract Argorn's DM of 5, and then subtract the 4 for being Dazed and the 1 for the Pain (1) that he also received, for a total roll of 8, a very big miss.

Argorn (15): Argorn Rolls an 4. He adds in his AB of 8 and subtracts Chitok's DM of 4 resulting in a total of 8, another clear miss. Argorn growls at his dice.

Viklin (14): Viklin rolls a 17. He adds in his AB of 9 and subtracts Groutok's DM of 4 for a total roll of 22. This is a solid hit that deals 14b Hits, +4 Hits for going over 20, and earns 1 Success Level which Viklin puts into Critical Damage for +3 Hits and Dazed (1). This is a total of 21 Hits and after we subtract Groutok's AR of B4 leaves Groutok taking 17 Hits. Since he only had 8 Hits left, Groutok falls to the floor dead.

Myddan (14): Myddan rolls a 14 for his Casting Roll. Adding in his casting bonus of 8, he gets a total of 22, earning him 1 Success Level. Myddan decides to allow it to give him a +1 bonus to his Attack Roll. For his Attack Roll, he rolls a 14, adds his AB of 7 and his +1 from the Casting SL, giving a total roll of 22. He then subtracts 4 since Chitok is in melee, and subtracts Chitok's DM of 4 for a total Attack Roll of 14, a miss.

Since both Argorn and Zhoran are within 5 feet of the path that the bolt takes, we have to check to see if it hit either of them. Since Zhoran is closer, we check him first. We subtract his DM, including the 4 DM from Half Hard Cover since he is in melee, reduces the 22 to a 14, a miss. Now we check Argorn, his total DM is 10 against this attack.

The GM describes it like so: *"Myddan casts and shoots another bolt of fire at the Kobold that Argorn is fighting. The bolt zooms just above Zhoran's head and then flicks between Argorn and his foe, making both yelp involuntarily."*

Zetok (13): Zetok is dead. He does not get to take any actions.

Groutok (12): Groutok is dead, so he does not get any actions.

ROUND 4

PHASE 1 – INITIATIVE & UPKEEP

Patches (22): No damage

Hartok (21): No damage, but he has been disarmed.

Zhoran (17): No damage

Chitok (16): He still has only 13 Hits left. He is still Dazed (-4) for this round, and at -1 from the Critical Damage burn he received earlier. He was disarmed in Round 2.

Argorn (15): No damage

Viklin (14): No damage

Myddan (14): No damage

Zetok (13): He is dead.

Groutok (12): He is dead.

PHASE 2 – DECLARE ACTIONS

Groutok: He is dead and unable to take any actions.

Chitok: Chitok turns and runs away, screaming in terror.

Zetok: He is dead and unable to take any actions

Hartok: Hartok screams something in his native language and then turns and runs away.

And for the PCs, we get the following declarations:

Argorn: He holds his ground and lets the Kobolds flee.

Myddan: He holds his actions.

Patches: Patches holds his ground.

Viklin: He holds his ground

Zhoran: Seeing his foe attempt to flee, he holds his ground.

PHASE 3 – RESOLVE ACTIONS

The combat is over at this point, and none of the Characters have received any damage. The only thing left to do is to see if the Kobolds have anything of interest.

COMBAT BOONS							
CRITICAL DAMAGE							
SL	Extra Hits*	Bash	Slash	Pierce	Magic/Energy	Martial Arts	Tooth & Claw
1	+3 Hits	Dazed (1)	Pain (1)	Bleed (1)	Dazed(1)	Dazed (1)	Dazed (1)
2	+5 Hits	Dazed (2) Stun (1)	Dazed (1) Pain (2)	Dazed (1) Pain (1)	Dazed (2) Pain (1)	Dazed (2) Pain (1)	Pain (1) Bleed (1)
3	+8 Hits	Pain (1) Bleed (1)	Bleed (1) Pain (2)	Stun (1) Bleed (2)	Pain (2) Bleed (1)	Stun (1) Bleed (1)	Stun (1) Bleed (2)
4	+10 Hits	Stun (2) Pain (2)	Pain (3) Bleed (3)	Pain (2) Bleed (3)	Stun (2) Pain (3)	Stun (3) Pain (2)	Pain (2) Bleed (3)
5	+15 Hits	Stun (3) Bleed (4)	Stun (1) Bleed (5)	Pain (3) Bleed (5)	Stun (3) Pain (4)	Stun (4) Bleed (2)	Stun (2) Bleed (4)
* = Extra Hits are always applied to any Critical Result Options chosen (i.e. spending 2 SL on a Bash Critical means that it does +5 Hits, Dazed (2), and Stun (1) all total).							
OTHER COMBAT BOONS							
1+	Combat Shuffle: You are able to move your foe and/or yourself 5’ in a specific direction for each SL spent on this. This also allows for changing Engagement Distance without a RSR, if desired.						
1	Defensive Posture: Your attack leaves you in a better position. Gain +2 to your DM next round.						
1	Disarm Foe: Foe has to make a TSR or RSR (whichever is better) against your level or his weapon goes flying 1’-10’ in a random direction. This is not the same as the Martial Move, <i>Disarm</i> . This is a side effect of the attack.						
1	Hold Foe: Foe must make a RSR (or a TSR using <i>Brawn</i> as the stat, whichever is better) against your level or be <i>Held</i> .						
1+	Initiative Boost: You gain +2 to your initiative in the next round for each SL spent on this.						
1	Knock Prone: Foe must make a RSR against your level (bash, grapple, or martial arts attacks only) or be knocked <i>Prone</i> . This is not the same as the Martial Move, <i>Knock Down</i> . This is a side effect of the attack.						
1	Rapid Reload: You may immediately reload your bow or slingshot as an extra Free Action for the Round.						
+ = May spend multiple Success Levels on this option to gain the effect multiple times.							

Note: The above is only a portion of the Combat Boons table, to show where we are getting our Critical Damage Results from.

GROUTOK

Level	MR	Hits	Init	TSR	RSR	WSR
1	20L	25	3	9	11	10
DM:	4 (ts)	AR: B4/S5/P3/E3/SL0				
Attacks: 9 Short Sword (8s/7p); 6 Hand Crossbow (8p, Rng: 30); 10 Claw (8s)						
Rog:	10	Adv: 8		Knw: 7		
Notes: 3.5'-4' tall, 50-70 lbs						
DAMAGE TRACKING						
Hits		Pain			Stuns	

HARTOK

Level	MR	Hits	Init	TSR	RSR	WSR
1	20L	25	3	9	11	10
DM: 4 (ts)		AR: B4/S5/P3/E3/SL0				
Attacks: 9 Short Sword (8s/7p); 6 Hand Crossbow (8p, Rng: 30); 10 Claw (8s)						
Rog: 10		Adv: 8		Knw: 7		
Notes: 3.5'-4' tall, 50-70 lbs						
DAMAGE TRACKING						
Hits		Pain			Stuns	

CHITOK

Level	MR	Hits	Init	TSR	RSR	WSR
1	20L	25	3	9	11	10
DM: 4 (ts)		AR: B4/S5/P3/E3/SL0				
Attacks: 9 Short Spear (7s/10p); 6 Hand Crossbow (8p, Rng: 30); 10 Claw (8s)						
Rog: 10		Adv: 8		Knw: 7		
Notes: 3.5'-4' tall, 50-70 lbs						
DAMAGE TRACKING						
Hits		Pain			Stuns	

ZETOK

Level	MR	Hits	Init	TSR	RSR	WSR
1	20L	25	3	9	11	10
DM: 4 (ts)		AR: B4/S5/P3/E3/SL0				
Attacks: 9 Short Spear (7s/10p); 6 Hand Crossbow (8p, Rng: 30); 10 Claw (8s)						
Rog: 10		Adv: 8		Knw: 7		
Notes: 3.5'-4' tall, 50-70 lbs						
DAMAGE TRACKING						
Hits		Pain			Stuns	

ARGORN

AGE: 72 EYES: Purple HAIR: Auburn HEIGHT: 5'8" WEIGHT: 135 lbs RACE: Verdyri (Wood Elf) SEX: Male SKIN: Tan DRESS: Earth tone clothing DEMEANOR: Friendly, Jovial TRUE ATTITUDE: Loyal, Serious
LVL: 1 VOCATION: Scout/Scout CULTURE: Sylvan XP: 12
STATS: Br: 1 Dx: 4 St: 2 Ws: 2 In: 3 Ch: 3 Re: 2 TSR: 10 RSR: 14 WSR: 9 Mana: 0 Drive: 2 Heroic Path: 0 Mv: 29
HITS: 29 DM: 5 (4+1 sh) AR: B5/S8/P5/E6/SL0 Sh: Buckler
ATTACKS: 8 Smallsword (8s/8p); 9 Short Bow (10p, Rng: 65); 7 Dagger (6s/7p); 9 Thrown Dagger (6s/7p, Rng: 10);
COMBAT SKILLS (4 DP): Blades [6] 7; Brawl [3] 4; Ranged [3] 9;
ADVENTURING SKILLS (6 DP): Athletics [3] 7; Hunting [4] 8; Nature [6] 1; Ride [4] 8; Wandering [7] 12;
ROGUERY SKILLS (4 DP): Perception [7] 12; Stealth [8] 12;
KNOWLEDGE SKILLS (2 DP): Crafts:Fletching [1] 4; Cultures [4] 6; Healing [4] 7; Lore [1] 3;
SPELL LORES (0 DP):
MISC. SKILLS: Armor (2 DP) [3] 4; Body (2 DP) [5] 7; Mana (0 DP) [0] 0;
LANGUAGES (0 DP): Teangi S3/W3; Æglits S3/W0; Sprak S2/W0; Varni S2/W0; Tauro S1/W0;
SPECIAL SKILLS: <ul style="list-style-type: none"> Weapon Focus (Swordsword, +1 to all uses, multiple attacks if over 10 ranks) Reconnoiter (Perception roll to determine number/type of beings (sentient/animal) with 100' radius outdoors, 30' radius indoors)
SPECIAL ABILITIES: <ul style="list-style-type: none"> Battle Hardened (1 BP — Impressive scar on cheek, +15 starting Hits, +10 Max Hits) Loyal Companion (1 BP — Yip: Wolf, Level 3, 12 Bite (12ps), DM: 6, AR (B6/S5/P3/E5/SL0), 100 Hits, MR: 50L, TSR:14, RSR:14, WSR:11, Rog: 6, Adv: 10, Lor: 0) Strider (1 BP — +2 to all Adventuring skills while outside, travel 1.5x normal distance when on foot and no more than Lightly Encumbered) Keen Senses (Racial: +2 Perception; Night Sight: See up to 100' in Dim Light, the first 50' as if Well Lit) Sureshot (Racial: +2 to Ranged skill) Light-Footed (Racial: treat rough terrain as normal for movement, as long as not encumbered or wearing armor heavier than reinforced leather)
PASSIONS: <ul style="list-style-type: none"> Motivation: I never like staying in one place for long. I must always keep moving. Nature: I hate being around too many others. I like being around only my close friends and hate having to go into cities where I cannot watch my back adequately. Allegiances: Absolutely loyal to my friends, such as Yip and my companions. I will never abandon them.

Argorn is a Wood Elf from the neighboring forests of Aelftyr along the eastern coast of the Tir Tuath region of Anwyn. he hails from a small village in the forests along its northern border.

As a young elf, Argorn became a scout for the local militia, often scouting outside the borders of his homeland, looking for dangers that may approach. His job was to see without being seen in return.

Once his stint in the militia was over, he decided to travel, working as a scout and caravan guard for a trader who travelled to far off lands through dangerous country.

After a year or two of this, Argorn decided that it was time to move on to something else. That something else being adventuring with a group of like minded individuals.

He has been traveling with this group for a few months now.

EQUIPMENT:

Tools of the Trade:

- Soft Leather Byrnie (B2/S4/P2/E3, -2MvP)
 - Skullcap (B1/S1/P1/E1)
 - Reinforced Leather Bracers (B1/S1/P1/E1)
 - Soft Leather Pants (B1/S2/P1/E1, -1 MvP)
 - Smallsword (7s/7p, Backstab, Martial, Parry(1), Swift)
 - Short Bow (10p, Rng 65, Load(1), Quick Load)
 - Quiver (12 arrows)
 - 1 Dagger (6s/7p, Rng 10, Backstab, Swift, in boot sheath)
 - Buckler (+1 DM)
- #### Standard Pack:
- 50' of Superior Rope
 - 1 canvas sack

- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

At Belt Items:

- Equipment belt
- 2 belt pouches
- 1 Dagger/Scabbard (6s/7p, Rng 10, Backstab, Swift)

Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

Money:

- 5 bronze pieces

NOTES:

DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun

MYDDAN THE CURIOUS

AGE: 22 EYES: Hazel HAIR: Red HEIGHT: 6'0" WEIGHT: 180 lbs RACE: D'Anui (Human) SEX: Male SKIN: Pale/Freckled DRESS: Sturdy Clothing/Robes DEMEANOR: Carefree TRUE ATTITUDE: Watchful
LVL: 1 VOCATION: Magus/Bard CULTURE: Nomad XP: 12
STATS: Br: 3 Dx: 2 St: 3 Ws: 4 In: 2 Ch: 2 Re: 3 TSR: 12 RSR: 11 WSR: 11 Mana: 21 Drive: 2 Heroic Path: 0 Mv: 27
HITS: 28 DM: 2 AR: B5/S7/P5/E6/SL0 Sh: none
ATTACKS: 7 Jo Staff (10b, 2 handed); 7 Monkey Fist (8b); 4 Dagger (6s/7p); 4 Sling Shot (9b, Rng: 25); 7 Fire Bolt (10eh, spell)
COMBAT SKILLS (1 DP): Blades [1] 4; Blunt [4] 7; Brawl [1] 4; Ranged [1] 3;
ADVENTURING SKILLS (3 DP): Athletics [1] 4; Hunting [2] 6; Nature [2] 4; Ride [3] 5; Wandering [2] 4;
ROGUERY SKILLS (2 DP): Acrobatics [1] 3; Deceive [3] 7; Perception [4] 6; Stealth [2] 4; Trickery [2] 4;
KNOWLEDGE SKILLS (5 DP): Alkemics [1] 5; Appraisal [2] 8; Arcana [3] 7; Arts (Music) [1] 5; Crafts (Woodcarving) [1] 3; Cultures [4] 8; Healing [1] 3; Influence [3] 7; Lore [4] 10;
SPELL LORES (5 DP - Magery/Wizardry): Circle of Light/Dark [2] 8; Detect Magic [1] 7; Elemental Attacks (Fire) [2] 8; History [2] 5; Inspire [1] 4; Magestaff [2] 8; Minor Healing [1] 7; Phantasms [2] 5;
MISC. SKILLS: Armor (1 DP) [2] 5; Body (1 DP) [2] 5; Mana (2 DP) [2] 6;
LANGUAGES (0 DP): Gaelsh S3/W3; Æglits S3/W0; Sprak S2/W2; Teangai S2/W2; Lihasa S2/W2; Zabon S2/W0; Ainu S1/W0; Ard Tafodd S1/W0;
SPECIAL SKILLS: <ul style="list-style-type: none"> Arcane Scholar (Gain +1 Bonus to cast all Spells from the School of Magery, gain +1 Mana Point per level) Minstrel (Tained in Songs and Tales, gains +2 to Arts(Music) and to Lore) Sixth Sense (May make a Perception roll to determine presence, not actual location, creatures or objects that are invisible, illusions, and those actively using any shape-changing ability, as well as emanations from magical triggers)
SPECIAL ABILITIES: <ul style="list-style-type: none"> Eccentric (1 BP — You have a strange predeliction of attempting to read everything you can, even if you shouldn't. Gain +1 to Wits) Eloquence (1 BP — You have a natural aptitude for spel casting. All known Spells of your level or less may be cast as a <i>Half Action</i>) Gifted (1 BP — You have been dubbed <i>the Curious</i>, by those who know you for your tendency to investigate everything. Gain +1 Wits) Linguist (3 BP — You are adept at learning new languages. You gain 2 ranks in both Spoken and Written in 3 languages, and Shifting DPs to the Language skill category is done on a 1 for 1 basis, not the normal 2 for 1) Poor Control (-1 BP — While you are talented at magic, it does tend to get away from you if you fumble it. +2 to <i>Spell Fumble</i> rolls.) Unusual Training (1 BP — Your mentor, who taught you magic also taught you to be an <i>Arcane Scholar</i> as well) Specialization (<i>Racial:</i> Gains a +2 bonus to 2 skills, Appraisal and Influence)
PASSIONS: <ul style="list-style-type: none"> Motivation: I want to see the world, and explore places that I have never been before Nature: I am curious about everything, especially if it is in a book. Allegiances: I fully trust only a few, but those I trust, I trust implicitly and without reservation.

Myddan (pronounced mith-an) grew up among a normal family of traders who were constantly on the move, travelling between Hyb Rasil on the western coast of Tir Tuath and Mirrhyc, up in the Mirr Valley in Tir Caledi. They never stayed in one place for more than a few days.

While Myddan got to see many places, he never made many close friends. Until the day that they stopped for the night by the home of an old hermit. The hermit, a strange old man named Talysan, recognized in Myddan the seeds of magic. He revealed his own talents to Myddan's parents and Myddan himself, and convinced them to apprentice their child to him.

Myddan learned quickly and well and was soon ready to strike out on his own on his journeyman travels, which have to last at least a year and day. For Myddan, this was not the hardship it was for some. He actually missed travelling.

And he continues to wander still, never settling in any place more than a few days, and is well known in the various halls of magic around the land as he travels with the band of adventurers that he met and befriended.

EQUIPMENT:

Tools of the Trade:

- Soft Leather Hauberk (B4/S6/P4/E5, -3MvP)
- Arming Cap (B1/S1/P1/E1)
- Jo Staff (10b, Hand and a Half, Swift, used as a walking stick, enchanted with Magestaff spell, +1 to casting spells)
- Monkey Fist (8b, CF3, Swift, Unreliable, Martial, Flexible)
- Dagger (6s/7p; Backstab, Swift)
- Sling Shot (9b, Rng: 25, Load(1), Quick Load)
- Pouch (20 bullets)
- Pouch (spell components - grants +4 to offset CM)
- Spellbook
- Ocarina (instrument)

Standard Pack:

- 50' of Superior Rope
- 1 canvas sack
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

At Belt Items:

- Equipment belt
- 2 belt pouches
- 1 Dagger/Scabbard

Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

Money:

- 17 bronze pieces

NOTES:

DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun

MYDDAN'S CANTRIPS

Clean — Caster is able to remove all dirt and grime from a single object, such as a cloak, robe, or even a pair of boots. It takes a full minute for this to be accomplished.

Cool — This reduces the temperature of one object by 50 degrees over 1 minute. Cannot take object below freezing point of water.

Dry — This removes the surface dampness from a 5' radius area, or it can be used to completely remove all water from a single object, such as a cloak or other item of clothing. It takes a full minute for the effect of this cantrip to be accomplished.

Glowsphere — This Cantrip creates a small, 2-inch diameter sphere of colored light, color chosen at Casting, that will follow the caster around, and sheds no shadows. It gives off enough light to illuminate a 2' radius and lasts for 5 minutes. This light does not help nor hinder the various types of vision (i.e. Dark vision, Night vision, etc.), nor can it be seen from more than 50' away.

Heat — This increases the temperature of one object by 50 degrees over 1 minute. This cannot increase the temperature of the object by more than 50 degrees over its starting temperature.

Ignite/Douse — This allows the caster to ignite any one object within 10' that is designed for burning, such as a candle, torch, lantern, or even a pile of kindling that has been prepped for starting a fire. The target object must be dry, and this Cantrip cannot be used as any sort of attack. The reverse of this Cantrip allows the caster to put out any one flame of the sort that could be lit using this Cantrip.

Refresh — This allows a caster to restore something to freshness. It can undo, at most, about 1 week's worth of natural aging of an object. This can cause a wilted flower to come back to bloom; remove a spoiled taint from milk, and other things of that nature. Using this Cantrip will always cause the caster 1 Hit point of damage as it uses the caster's own life force to restore the item. It takes a full minute for the effect of this cantrip to be accomplished.

Zap — This Cantrip is used to exterminate pests, such as a mouse, or some bees, gnats or other bugs, within a 1 foot radius area. The area will stay clear of such mundane pests for up to an hour. Alternatively, the caster could use this cantrip to form a shield around himself, about 1 inch from his body that will repel all such pests for an hour.

MYDDAN'S KNOWN SPELLS

CIRCLE OF LIGHT/DARK †

Tier: 1 **CM:** —

Range: 50' **Vs:** —

Duration: 10 minutes/rank

Allows the caster to create a globe of light that fills a 10' radius. This spell may be used to dispel magical darkness of a similar radius.

This spell may be reversed to create a circle of darkness that is 10' in radius. No non-magical light will work within the radius. This spell may be used to dispel magical light of a similar radius.

The circle will move with any object that it has been cast upon.

Scaling Options

+1 Tier for each +1' radius

-6 CM for 1 hour/rank duration

DETECT MAGIC

Tier: 1 **CM:** —

Range: Self **Vs:** —

Duration: 1 minute

Allows the caster to determine the presence of active magic or magical items within a 10' radius. May focus on a different 10' radius each round.

Scaling Options

-3 CM to increase duration to 1 minute per rank

-2 CM to add 5' to the detection radius

ELEMENTAL ATTACKS (FIRE)

Tier: 1 **CM:** —

Range: 50' **Vs:** DM

Duration: —

Caster is able to shoot a bolt of elemental energy from the palm of his hand. It will strike, dealing 10 Hits of the appropriate Elemental energy. This spell must be learned separately for each Element.

Scaling Options

+1 Tier for +2 Hits of damage

+1 Tier for Line attack (50' long)

+2 Tiers for a Ball attack (5' radius)

+3 Tiers for Cone attack (25' long)

+1 Tier for +5' length to Cone

-1 CM per each +10' range

HISTORY †

Tier: 2 **CM:** —

Range: Touch **Vs:** —

Duration: Concentration

Caster must concentrate on an object that he is holding. As he does so, he gains information about the object based upon how many minutes spent concentrating.

1 minute: the meaning of any writings or inscriptions on the object

2 minutes: approximate age of the object studied

3 minutes: any powers and uses of the object studied

4 minutes: a vague mental image of the last person who possessed the object

Scaling Options

+1 Tier for a 10' range

+2 Tiers to change required number of minutes of concentration to rounds

MYDDAN'S KNOWN SPELLS

INSPIRE †

Tier: 1 **CM:** —

Range: 10' radius **Vs:** —

Duration: Concentration

Caster must play or sing for the duration of this song, if he stops, the spell ends.

All allies within a 10' radius of the caster will receive a +1 to all actions while this spell is active.

The Scaling Options that have specific durations do not require the Caster to play or Sing.

Scaling Options

- +1 Tier for each +1 inspiration
- +1 Tier for each +5' radius
- +1 Tier to for a 1 round/rank duration
- +2 Tiers for a 1 minute/rank duration

MAGESTAFF

Tier: 1 **CM:** —

Range: Touch **Vs:** —

Duration: Permanent

Caster is able to enchant a wooden or leather item that he has crafted himself, that is no larger than a quarterstaff.

When cast, this spell grants the item a +1 bonus to one of several options as follows:

- **Attack Bonus:** Grants a +1 to the caster's AB when using the item;
- **Casting Bonus:** The caster gains a +1 to casting spells;
- **Damage Bonus:** Grants a +1 to the damage dealt with the item;
- **Mana Battery:** The item adds 1 bonus Mana to any spell cast, as long as that spell requires 2 or more Mana to cast.

The item cannot have more than 5 bonuses added to it in total, no matter how they are spread across the options.

Should the item be destroyed, the caster will be at -4 for 1 week, then -3 for 1 week, then -2 for 1 week, and finally -1 for one week. The caster will not be able to create a new one until this negative modifier is completely gone.

Scaling Options

- +2 Tiers to add a second bonus
- +4 Tiers to add a third bonus
- +6 Tiers to add a fourth bonus
- +8 Tiers to add a fifth bonus

MINOR HEALING

Tier: 2 **CM:** —

Range: Touch **Vs:** —

Duration: —

This allows the caster to heal two of the following:

- 1 Hit of Bleeding
- -2 from Pain or injury
- 1 hit per rank in this spell

Scaling Options

- +1 Tier for each +1 Bleeding stopped
- +1 Tier for each -2 modifier healed
- +1 Tier each +1 hit per rank healed

PHANTASMS †

Tier: 1 **CM:** —

Range: 50' **Vs:** —

Duration: 1 minute/rank

Caster is able to create a relatively simple illusion that is as large as a person (no more than 7' tall). The illusion is visual only, and if the caster concentrates on it (Half Action), he can make it move, and remain frozen when he is not concentrating on it.

The caster may move the illusion up to 5x the distance from himself that he cast it, but it must be in sight the whole time, or be using programmed actions to direct its movement.

Scaling Options

- +1 Tier for each additional Sense added to the illusion
- +1 Tier for each additional Phantasm of the same size at the same time
- +2 Tiers for programmed actions to be taken by the illusion
- 4 CM for 10 minutes/rank duration

PATCHES THE NIMBLE

AGE: 53 EYES: Grey HAIR: Bald HEIGHT: 5'2" WEIGHT: 225 lbs RACE: Dvargr (Dwarf) SEX: Male SKIN: Mottled DRESS: sturdy clothes DEMEANOR: Quiet, Thoughtful TRUE ATTITUDE: Watchful, Guarded
LVL: 1 VOCATION: Rogue/Thief CULTURE: Urban: Lower XP: 12
STATS: Br: 4 Dx: 3 St: 4 Ws: 2 In: 2 Ch: 1 Re: x4x TSR: 15 RSR: 9 WSR: 15 Mana: 0 Drive: 2 Heroic Path: 0 Mv: 28
HITS: 38 DM: 4 (3 + 1 sh) AR: B7/S10/P7/E8/SL0 Sh: Buckler
ATTACKS: 8 Handaxe (8s/7p); 8 Baton (7b); 7 Dagger (6s/7p); 5 Thrown Dagger (6s/7p, Rng: 10);
COMBAT SKILLS (3 DP): Blades [2] 6; Blunt [4] 8; Brawl [3] 7; Ranged [2] 5;
ADVENTURING SKILLS (4 DP): Athletics [3] 7; Hunting [2] 4; Nature [2] 4; Ride [2] 5; Wandering [2] 4;
ROGUERY SKILLS (6 DP): Acrobatics [2] 5; Deceive [5] 7; Gimmickry [5] 11; Perception [4] 6; Stealth [5] 10; Trickery [3] 8;
KNOWLEDGE SKILLS (3 DP): Acumen [3] 5; Appraisal [4] 6; Cultures [5] 7; Influence [2] 3; Lore [3] 5;
SPELL LORES (0 DP):
MISC. SKILLS: Armor (2 DP) [3] 7; Body (2 DP) [4] 8; Mana (0 DP) [0] 0;
LANGUAGES (0 DP): Gaelsh S3/W3; Æglits S3/W0; Sprak S2/W0; Ard Tafodd S2/W0;
SPECIAL SKILLS: <ul style="list-style-type: none"> Evasion (React quickly to surprise, Acrobatics roll as Free Action to act as if they were aware before it happened) Light Touch (Gains +2 to Gimmickry and Trickery rolls; already added into skill bonuses) Prowler (Gains a +2 to climbing (Athletics), Gimmickry, and Stealth rolls; already added into skill bonuses)
SPECIAL ABILITIES: <ul style="list-style-type: none"> Distinctive Looks (-1 BP — Covered in patchwork coloration that cover his entire body, he is also bald and has no beard) Gifted (3 BP — Gain +2 to Dexterity, already added in) Tough Skin (1 BP — Gain a natural AR of B1/S1/P1/E1/SL0; already added in) Unlucky (-1 BP — Critical Failures on attacks gain +2 to failure roll) Unmagical (Gain a +2 vs all spells (not added in), even those that he might want cast upon him, cannot use any spell or spell-like abilities that an item might have, constant bonuses work fine) Unusual Training (1 BP — Gained the Special Skill, Prowler, learning how to survive on the street) Dark Sight (Racial: Can see in moon light as if Well Lit; in star light or Dimly Lit area, can see up to 75'; treating the first 30' as Well Lit, can see 10' in total darkness, can see double distance plus 10' in enclosed spaces with artificial light sources as Well Lit) Forgekin (Racial: +6 to Saves and Defensive Modifier against heat/cold attacks; +6 to all rolls involving metals/stones/gems; not added in) Stoneborn (Racial: -6 to swimming (Athletics) rolls; +4 Nature/Wandering when underground; not added in)
PASSIONS: <ul style="list-style-type: none"> Motivation: I am looking for a place or a group of people who will accept me for who I am. Nature: I don't like stealing, but I will do it to survive. I also tend to give any excess that I get to those who need it, children who were like me, left to fend for themselves. Allegiances: I find it hard to trust others. It takes a low

Patches was born to a set of normal Dwarven parents who worked in the Human city of Hyb Rasil, capital of Cymbri, on the western coast of the Tir Tuath region of Anwyn. They were killed by a deranged madman who broke into their house. The young Dwarf was soon tossed out into the street to fend for himself. He had to steal to survive.

One night he broke into an alchemist's shop and during the course of his attempt to steal money for food, he knocked over a rack of chemicals. They splashed all over him and knocked him out. He barely survived, the chemicals left his skin a blotchy patchwork of random colors, thus his name of Patches. It also left him bald and unable to grow a beard, which causes other Dwarves to look down upon him.

The alchemist nursed him back to health and then made him work off his debt for the destroyed chemicals. The alchemist also provided room and meals, but no pay, until he paid off his debt.

Once he was out of debt, he went to work for a friend of the alchemist, who lead a trading caravan. On one such trip, Patches met a group of adventurers and decided to travel with them for a while.

EQUIPMENT:

Tools of the Trade:

- Soft Leather Hauberk (B4/S6/P4/E5, -3MvP)
- Leather Helm (B1/S1/P1/E1)
- Leather Buckskins (B1/S2/P1/E1, -1 MvP)
- Spiked Handaxe (8s/7p; Martial, Swift)
- Dagger (x2, 6s/7pp, Rng: 10, Backstab, Swift, strapped to back of shield)
- Baton (7b, Backstab, Swift)
- Buckler (+1 DM)

- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

At Belt Items:

- Equipment belt
- 2 belt pouches
- 1 Dagger/Scabbard

Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

Money:

- 5 bronze pieces

Standard Pack:

- 50' of Superior Rope
- 1 canvas sack
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled)

NOTES:

DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun

BROTHER VILKIN

AGE: 65 EYES: Amber HAIR: Black HEIGHT: 4'0" WEIGHT: 75 lbs RACE: Aeshi (Dwelf) SEX: Male SKIN: Ruddy DRESS: simple clothing DEMEANOR: Calm, unemotional TRUE ATTITUDE: Caring, helpful
LVL: 1 VOCATION: Sohei/Sohei CULTURE: Hillock XP: 12
STATS: Br: 2 Dx: 3 St: 3 Ws: 2 In: 2 Ch: 1 Re: 4 TSR: 13 RSR: 14 WSR: 14 Mana: 0 Drive: 2 Heroic Path: 0 Mv: 18
HITS: 31 DM: 8 (see Notes) AR: B9/S6/P6/E6/SL0 Sh: none
ATTACKS: 9 Martial Arts (see the <i>Unarmed & Weapon Kata Attack Damages</i> table for attacks/damages); 7 Thrown Dart (6p, Rng: 10)
COMBAT SKILLS (6 DP): Blades [2] 4; Blunt [1] 3; Brawl [7] 9; Polearms [1] 3; Ranged [4] 7; Swashbuckling [1] 4;
ADVENTURING SKILLS (4 DP): Athletics [2] 4; Hunting [1] 3; Nature [3] 8; Ride [2] 5; Wandering [4] 9;
ROGUERY SKILLS (4 DP): Acrobatics [2] 5; Perception [5] 7; Stealth [5] 10;
KNOWLEDGE SKILLS (4 DP): Acumen [1] 3; Appraisal [1] 3; Crafts (Scrimshaw) [1] 3; Cultures [1] 3; Healing [4] 6; Influence [2] 4; Lore [4] 6; Meditation [5] 9;
SPELL LORES (0 DP): —
MISC. SKILLS: Armor (0 DP) [1] 3; Body (2 DP) [5] 8; Mana (0 DP) [0] 0;
LANGUAGES (0 DP): Lihasa S3/W3; Æglits S3/W0; Ainu S2/W0; Tauro S2/W0;
SPECIAL SKILLS: <ul style="list-style-type: none"> Focus (Meditation roll required for each ability; Attacks: <i>Half Action</i> roll to gain +1/SL to Martial Arts AB; Defense: <i>Half Action</i> to activate, <i>Free Action</i> to maintain, adds +1/SL to DM; Heal Self: SL x 6 hits regained during 1 hour trance; one one ability at a time) Martial Arts (Gains +3 to DM, may Parry while unarmed, gain +1 Damage to Unarmed attack for every 3 ranks in Brawl, max of +5) Weapon Kata (Gain 1 weapon as <i>Kata Weapon</i> (Kata) for every 2 ranks in Brawl; DR = weapon's DR + extra damage from <i>Martial Arts</i>)
SPECIAL ABILITIES: <ul style="list-style-type: none"> Chivalrous (-1 BP — always gives sentient foes the init on first round (often using a <i>Full Parry</i> as well), will never fight from mount if foe on foot, and always allow foe to pick up dropped weapon; if asked, will always grant quarter, accepting surrender & treating foes honorably) Hammerhands (3BP — Unarmed attacks have +4 DR (not counted in <i>Weapon Kata</i> damage); gain +2 DM, gain B2/S2/P2/E2/SL0; also being courted by rival monastery;) Tough Skin (1 BP — Gain natural AR of B1/S1/P1/E1/SL0) Unusual Training (1 BP — Gained the Special Skill, <i>Weapon Kata</i>) Dark Sight (<i>Racial:</i> Can see in moon light as if Well Lit; in star light or Dimly Lit area, can see up to 75'; treating the first 30' as Well Lit, can see 10' in total darkness, can see double distance plus 10' in enclosed spaces with artificial light sources as Well Lit) Shadowling (<i>Racial:</i> +2 <i>Stealth</i> in shadowy or woodland settings) Woodcrafty (<i>Racial:</i> +3 <i>Nature</i> and <i>Wandering</i> for foraging and navigating in woods, forest & similar terrain)
PASSIONS: <ul style="list-style-type: none"> Motivation: The Monks of the temple where I trained are the reason that I, and my parents, are even alive. I must do whatever I can to assist the temple. Nature: One must always uphold one's honor. My choices are made by taking that into consideration. Allegiances: I help those that are in need, to the best of my ability.

Viklin's parents left their home in the Duin Weald, the Dark Woods to move to a village in the high hills of the southern Bryni Weall (the Wall of Hills) that border Utara. They did so to be near the monastery that housed a man that had previously saved the family from bandits. Their personal honor demanded that they help him in some fashion in return.

Thus growing up near the monastery, one famous for producing *Warrior Monks*, it was almost inevitable that Viklin and his brother, Beskar would eventually join. He spent many years there before graduating from Initiate to Brother. Viklin is one of the largest pure blood Aeshi that anybody has ever seen.

This monastery has a tradition that once a monk reaches the status of Brother, they must leave the monastery and wander the world to learn more about it before returning and becoming a Master.

Viklin made Brother just over a year ago, and began his journeys as a fledgling *Warrior Monk*. He recently met up with a group of adventurers and joined them in their search for adventure, so that he could learn more about people and the world, and as such, rarely uses his title of Brother.

EQUIPMENT:

Tools of the Trade:

- Padded Gambeson (B3/S5/P3/E3, -2MvP)
- Arming Cap (B1/S1/P1/E1)
- Monkey Fist (8b; Unreliable, Martial, Flexible, Swift; Kata)
- 1 Dagger (6s/7p; Backstab, Swift; Kata; in boot sheath)
- Quarterstaff (12b; Martial, Swift; Kata)
- Darts (x12; 6p, Rng: 10; shaped as throwing stars)
- 1 waterskin (filled)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

At Belt Items:

- Equipment belt
- 2 belt pouches
- 1 Dagger/Scabbard

Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

Money:

- 6 bronze pieces

NOTES:

Defensive Modifier is 8 (3 Dex + 3 from Martial Arts + 2 from Hammerhands).

UNARMED & WEAPON KATA ATTACK DAMAGES

Attack Type	Unarmed Damage	Kata Weapon	Kata Damage
Punch	10ma	Monkey Fist	10b
Kick	11ma	Dagger	8s/9p
Grapple/Wrestle	10g	Quarterstaff	14b
Sweep/Throw	11u	—	—

* =Criticals may be normal for weapon used or for Martial Arts attack; ma = Martial Arts, g = Grapple, u = Knock Down (g & u are Martial Moves)

DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun

ZHORAN

AGE: 30 EYES: Green HAIR: Auburn HEIGHT: 4'2" WEIGHT: 76 lbs RACE: Ethori (Gnome) SEX: Male SKIN: Ruddy DRESS: Forest tones DEMEANOR: Curious TRUE ATTITUDE: Curious
LVL: 1 VOCATION: Scout/Scout CULTURE: Underhill XP: 12
STATS: Br: 1 Dx: 3 St: 1 Ws: 3 In: 2 Ch: 2 Re: 3 TSR: 9 RSR: 12 WSR: 12 Mana: 11 Drive: 2 Heroic Path: 0 Mv: 18
HITS: 24 DM: 6 (3+1 sh + 2 - see Notes) AR: B5/S8/P5/E6/SL0 Sh: Buckler
ATTACKS: 8 Sykir (6s/7p); 7 Sling Shot (9b, Rng 25); 6 Dagger (6s/7p); 7 Thrown Dagger (6s/7p, Rng: 10);
COMBAT SKILLS (4 DP): Blunt [3] 4; Brawl [5] 6; Ranged [4] 7;
ADVENTURING SKILLS (6 DP): Athletics [4] 5; Hunting [4] 7; Nature [4] 6; Ride [3] 7; Wandering [7] 9;
ROGUERY SKILLS (4 DP): Deceive [1] 4; Gimmickry [2] 5; Perception [7] 9; Stealth [7] 10;
KNOWLEDGE SKILLS (2 DP): Acumen [1] 4; Appraisal [1] 4; Arcana [1] 4; Cultures [3] 6; Healing [3] 5; Influence [1] 3; Lore [2] 5;
SPELL LORES (0 DP - Magery): Image Warping [2] 7; Levitation [2] 7;
MISC. SKILLS: Armor (2 DP) [2] 3; Body (2 DP) [5] 6; Mana (0 DP) [0] 3;
LANGUAGES (0 DP): Tauro S3/W3; Æglits S3/W0; Gaelsh S2/W0; Teangi S2/W0; Lihasa S2/W0;
SPECIAL SKILLS: <ul style="list-style-type: none"> Alertness (Gain +2 <i>Perception</i> for Assessment rolls, may make <i>Perception</i> rolls while asleep without normal -4 modifier) Reconnoiter (<i>Perception</i> roll to determine number/type of beings (sentient/animal) with 100' radius outdoors, 30' radius indoors)
SPECIAL ABILITIES: <ul style="list-style-type: none"> Blade Bravo (4 BP — Use Dexterity instead of Brawn for daggers, parrying daggers, short swords, smallswords, scimitars and rapiers; learned Fencing art of Sykyri, gives +2 DM when using parrying dagger and buckler together) Cold Skin (-1 BP — Skin is cold to the touch. Zhoran is sometimes mistaken for dead or undead by those who do not know better, and who touch his skin.) Dark Sight (<i>Racial:</i> Can see in moon light as if Well Lit; in star light or Dimly Lit area, can see up to 75'; treating the first 30' as Well Lit, can see 10' in total darkness, can see double distance plus 10' in enclosed spaces with artificial light sources as Well Lit) Magically Inclined (<i>Racial:</i> Gain +2 to all Spellcraft rolls) Gnomish Magic (<i>Racial:</i> Gain 4 ranks in 2 Spell Lores, ranks split as desired)
PASSIONS: <ul style="list-style-type: none"> Motivation: I want to explore the world and see new places. Nature: I am curious about everything, and this sometimes gets me into trouble. Allegiances: I am loyal to my friends and family.

Zhoran is a Gnome from a small Ethori city-state called Zhubroch nestled in the western foothills of the Coastal Mountains along the southern coast of the Tir Tuath region of Anwyn.

His village was on the edge of the wilderness and Zhoran often wandered the area surrounding his home.

Zhoran also spent some time learning a combat style known as Sykiri from a Dvargr warrior from Nidrhein who had retired to the foothills of the mountain north of Zhubroch. During this time, he also heard many tales of adventure from this old warrior, which helped spark his wanderlust.

When he came of age, he left home to explore the wider world, and in his travels, he met several people who have become his friends and they now travel together.

EQUIPMENT:

Tools of the Trade:

- Soft Leather Byrnie (B2/S4/P2/E3/SL0, -2MvP)
- Skullcap (B1/S1/P1/E1/SL0)
- Reinforced Leather Bracers (B1/S1/P1/E1/SL0)
- Soft Leather Pants (B1/S2/P1/E1/SL0, -1 MvP)
- Sykir [Parrying Dagger] (6s/7p; Parry(3), Backstab, Swift)
- Sling Shot (9b, Rng: 25, Load(1), Quick Load)
- Pouch (24 stones)
- 1 Dagger (6s/7p, Rng 10, Backstab, Swift, in boot sheath)
- Buckler (+1 DM)

Standard Pack:

- 50' of Superior Rope

- 1 canvas sack
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

At Belt Items:

- Equipment belt
- 2 belt pouches
- 1 Dagger/Scabbard

Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

Money:

- 5 bronze pieces

NOTES:

Defensive Modifier is 6 (3 Dex + 1 from Buckler + 2 from Combat Style: Sykyri). If Parrying, DM is increase 3 + whatever amount is used to Parry.

DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun

ZHORAN'S CANTRIPS

Cool — This allows the caster to reduce the temperature of any one object, such as a bowl or a small cask of liquid, over the course of one minute. The caster may reduce the object's temperature by up to 50 degrees, compared to the ambient temperature. However, this cannot cause the object to freeze or reduce the temperature below the freezing point of water. Once cooled, the object will warm up as any other object normally would.

Dry — This removes the surface dampness from a 5' radius area, or it can be used to completely remove all water from a single object, such as a cloak or other item of clothing. It takes a full minute for the effect of this cantrip to be accomplished.

Heat — This allows the caster to increase the heat of an object by up to 50 degrees, from its starting temperature, over the course of one minute. This increase in temperature cannot raise the temperature above the boiling point of water. Nor can it affect more than the contents of a large cooking pot. Once the object has reached its desired temperature, it will then begin to cool naturally if continuous heat is not applied. Multiple uses will not raise the object's temperature more than 50 degrees over its natural temperature.

Ignite/Douse — This allows the caster to ignite any one object within 10' that is designed for burning, such as a candle, torch, lantern, or even a pile of kindling that has been prepped for starting a fire. The target object must be dry, and this Cantrip cannot be used as any sort of attack. The reverse of this Cantrip allows the caster to put out any one flame of the sort that could be lit using this Cantrip.

Zap — This Cantrip is used to exterminate pests, such as a mouse, or some bees, gnats or other bugs, within a 1 foot radius area. The area will stay clear of such mundane pests for up to an hour. Alternatively, the caster could use this cantrip to form a shield around himself, about 1 inch from his body that will repel all such pests for an hour.

ZHORAN'S KNOWN SPELLS

IMAGE WARPING

Tier: 1 **CM:** —

Range: Touch **Vs:** —

Duration: 1 round/rank

The caster is able to warp light around the target, masking his actual location slightly. This grants a +2 to his Defensive Modifier for the duration.

• **Invisibility:** Caster warps even more light around the target making him invisible as long as he concentrates (Half Action), and the spell's duration is still active.

Scaling Options

+2 Tiers for each +1 DM added to Blur
+3 Tiers for Invisibility
-2 CM for 1 minute/rank duration
-4 CM for 10 minutes/rank duration

LEVITATION

Tier: 1 **CM:** —

Range: Self **Vs:** —

Duration: 1 round/rank

Caster is to make themselves float in the air, moving up or down 10' per round.

• **Fly:** The caster is able to fly at a rate of 50' per round (7 mph). The caster has normal encumbrance limits while flying.

Scaling Options

+1 Tier for range of Touch
+1 Tier for *Fly*
+1 Tiers to increase *Fly* speed 110'/round (15 mph)
+2 Tiers to increase *Fly* speed to 150'/round (20 mph)
+3 Tiers to affect all within 5' radius
-4 CM for 10 minutes/rank duration
-8 CM for 1 hour/rank duration

FANTASY EXPRESS COMBAT TRACKING SHEET

COMBAT TRACKING INFO		DM	ARMOR RATING					Saves			HIT POINTS	MANA	MV	NOTES		
NAME:			B	S	P	E	SL	TSR	RSR	WSR						
ATTACKS								DAMAGE TRACKING								
								HITS		BLEED		PAIN		STUNS		
														Stun	Dazed	

COMBAT TRACKING INFO		DM	ARMOR RATING					Saves			HIT POINTS	MANA	MV	NOTES		
NAME:			B	S	P	E	SL	TSR	RSR	WSR						
ATTACKS								DAMAGE TRACKING								
								HITS		BLEED		PAIN		STUNS		
														Stun	Dazed	

COMBAT TRACKING INFO		DM	ARMOR RATING					Saves			HIT POINTS	MANA	MV	NOTES		
NAME:			B	S	P	E	SL	TSR	RSR	WSR						
ATTACKS								DAMAGE TRACKING								
								HITS		BLEED		PAIN		STUNS		
														Stun	Dazed	

COMBAT TRACKING INFO		DM	ARMOR RATING					Saves			HIT POINTS	MANA	MV	NOTES		
NAME:			B	S	P	E	SL	TSR	RSR	WSR						
ATTACKS								DAMAGE TRACKING								
								HITS		BLEED		PAIN		STUNS		
														Stun	Dazed	

COMBAT TRACKING INFO		DM	ARMOR RATING					Saves			HIT POINTS	MANA	MV	NOTES		
NAME:			B	S	P	E	SL	TSR	RSR	WSR						
ATTACKS								DAMAGE TRACKING								
								HITS		BLEED		PAIN		STUNS		
														Stun	Dazed	

COMBAT TRACKING INFO		DM	ARMOR RATING					Saves			HIT POINTS	MANA	MV	NOTES		
NAME:			B	S	P	E	SL	TSR	RSR	WSR						
ATTACKS								DAMAGE TRACKING								
								HITS		BLEED		PAIN		STUNS		
														Stun	Dazed	

COMBAT TRACKING INFO		DM	ARMOR RATING					Saves			HIT POINTS	MANA	MV	NOTES		
NAME:			B	S	P	E	SL	TSR	RSR	WSR						
ATTACKS								DAMAGE TRACKING								
								HITS		BLEED		PAIN		STUNS		
														Stun	Dazed	