

ACTION ROLLS

D20 + MODIFIER + ☆

	+4		
	+5		
			+4

CRITICAL HIT EFFECTS

Add  damage.

Add  damage.

FIERY SHOT

SPECIAL: 1/+1

AGI ATTACK — RANGED

TARGET: 1 creature

HIT: Deal 2d8+3 damage. Confer **burning 2**.

SOLID: Confer **burning 4** instead.

OTHER:

METEOR SHOT

MIGHTY: 2/+2

STR ATTACK — MELEE

TARGET: 1 creature

HIT: Deal 3d8+1d6+3 damage. Confer **bleeding 2**.

SOLID: Confer **staggered 2**.

OTHER:

STRIKE

BASIC

STR ATTACK — MELEE

TARGET: 1 creature

HIT: Deal  + STR damage.

SOLID HIT: Weapon effect.

SHOOT

BASIC

AGI ATTACK — RANGED

TARGET: 1 creature

HIT: Deal  + AGI damage.

SOLID HIT: Add 1d6, **bleeding 2** (longbow).

RALLY

BASIC

RES SUPPORT — PERSONAL

TARGET: personal

HIT: Gain **2 effort**; or make a **recovery 2**.

SOLID HIT: You can do both.

PIERCING SHOT

BASIC

AGI ATTACK — RANGED

TARGET: line to weapon range (40 ft.)

HIT: Deal 1d8+3 damage.

SOLID HIT: Add 1d8 damage.

SPLIT SHOT

BASIC

STR ATTACK — MELEE

TARGET: 2 creatures within 10 ft. of each other

HIT: Deal 1d10+3 damage.

SOLID HIT: Add 1d6 damage, **bleeding 2** (longbow).

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

MIGHTY: 2/+2

TARGET:

HIT:

SOLID:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

MIGHTY: 2/+2

TARGET:

HIT:

SOLID:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID HIT:

OTHER:

TARGET:

HIT:

SOLID HIT:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

TARGET:

HIT:

SOLID:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

TARGET:

HIT:

SOLID:

OTHER:

BASIC

TARGET:

HIT:

SOLID:

ACTION ROLLS

D20 + MODIFIER + ☆

STRENGTH

+1

KNOWLEDGE

AGILITY

+4

CUNNING

+5

VIGOR

RESOLVE

+1

CRITICAL HIT EFFECTS

Add 🎲 damage.

Confer **poisoned 4**.

GRAPPLING HOOK

SPECIAL: 1/+1

CNG ATTACK — ARTIFICE

TARGET: 1 creature (20 ft.)

HIT: Deal 2d6 damage. Pull 15 ft. Knock **prone**.

SOLID: Add 1d6 damage.

OTHER:

FROM EVERY SHADOW

MIGHTY: 2/+2

CNG ATTACK — MELEE

TARGET: 1 creature

HIT: Deal 1d6+3 damage. Confer **vulnerable 1**.

SOLID: Confer **vulnerable 2** instead.

OTHER: After, repeat the attack two more times.

You may jump 20 ft. between each attack.

STRIKE

BASIC

STR ATTACK — MELEE

TARGET: 1 creature

HIT: Deal 1d6-1 damage.

SOLID HIT: Confer **bleeding 2** (sickle).

SHOOT

BASIC

AGI ATTACK — RANGED

TARGET: 1 creature

HIT: Deal ✂ + AGI damage.

SOLID HIT: Weapon effect.

RALLY

BASIC

RES SUPPORT — PERSONAL

TARGET: personal

HIT: Gain 2 **effort**; or make a **recovery 2**.

SOLID HIT: You can do both.

HAMSTRING

BASIC

CNG ATTACK — MELEE

TARGET: 1 creature

HIT: Deal 1d6+3 damage. Confer **slowed 2**.

SOLID HIT: Confer **slowed 4** instead.

POUCH OF SAND

BASIC

CNG ATTACK — ARTIFICE

TARGET: 1 creature (20 ft.)

HIT: Deal 1d6+3 damage.

SOLID HIT: Confer **blinded 2**.

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

MIGHTY: 2/+2

TARGET:

HIT:

SOLID:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

MIGHTY: 2/+2

TARGET:

HIT:

SOLID:

OTHER:

SPECIAL: 1/+1

TARGET:

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SOLID HIT:

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SOLID HIT:

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SPECIAL: 1/+1

TARGET:

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TARGET:

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SPECIAL: 1/+1

TARGET:

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TARGET:

HIT:

SOLID:

OTHER:

BASIC

TARGET:

HIT:

SOLID:

PREMADE CHARACTER

ATTRIBUTES

SKILLS

COMBAT INFORMATION

FEATURES & TALENTS

INVENTORY

HOLDINGS

ACTION ROLLS

D20 + MODIFIER + ☆

STRENGTH

+3

KNOWLEDGE

+5

AGILITY

+2

CUNNING

VIGOR

RESOLVE

+4

CRITICAL HIT EFFECTS

Add 🎲 damage.

Confer **immobilized 2**.

STRIKE

BASIC

STR ATTACK - MELEE

TARGET: 1 creature

HIT: Deal 1d8+1 damage.

SOLID HIT: Knock **prone** (staff).

SHOOT

BASIC

AGI ATTACK - RANGED

TARGET: 1 creature

HIT: Deal ✂ + AGI damage.

SOLID HIT: Weapon effect.

RALLY

BASIC

RES SUPPORT - PERSONAL

TARGET: personal

HIT: Gain **2 effort**; or make a **recovery 2**.

SOLID HIT: You can do both.

CHILLING WIND

BASIC

KNW ATTACK - CONJURY - COLD

TARGET: 20 ft. path (30 ft.)

HIT: Deal 1d6+3 damage.

SOLID HIT: Confer **slowed 2**.

ICE THE WOUND

BASIC

KNW ATTACK - CONJURY - COLD

TARGET: 10 ft. close blast; enemies only

HIT: Deal 1d6+3, grant a **recovery 1** to an ally in the area.

SOLID HIT: Grant a **recovery 2** instead.

FREEZING CLOUD

SPECIAL: 1/+1

KNW ATTACK - CONJURY - COLD

TARGET: 1 creature

HIT: Deal 2d6+3 damage. Confer **slowed 2**.

SOLID: Confer **immobilized 2** instead.

OTHER: After, create **freezing cloud**, a field of obscuring difficult terrain.

ICE PRISON

MIGHTY: 2/+2

KNW ATTACK - CONJURY - COLD

TARGET: 1 creature

HIT: Deal 3d6+3 damage. Confer **ice prison 2**.

SOLID: Confer **ice prison 4** instead.

OTHER: **Ice Prison**: Condition. The creature cannot act, is immune to all damage except fire, and counts as an obstacle. Fire damage ends this condition.

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

MIGHTY: 2/+2

TARGET:

HIT:

SOLID:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

MIGHTY: 2/+2

TARGET:

HIT:

SOLID:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID HIT:

OTHER:

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TARGET:

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SOLID HIT:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

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TARGET:

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SOLID:

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SPECIAL: 1/+1

TARGET:

HIT:

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TARGET:

HIT:

SOLID:

OTHER:

BASIC

TARGET:

HIT:

SOLID:

PREMADE CHARACTER

ATTRIBUTES

SKILLS

COMBAT INFORMATION

WEAPONWEAPON

ARMOR

FEATURES & TALENTS

Spellcasting: Levitate, Mud Thrall, Speak to Artifice (spell descriptions are in the quickstart guide).

INVENTORY

HOLDINGS

ACTION ROLLS

D20 + MODIFIER + ☆

STRENGTH

+4

KNOWLEDGE

AGILITY

+2

CUNNING

VIGOR

+5

RESOLVE

+3

CRITICAL HIT EFFECTS

Add  damage.

Grant a **recovery 3** to yourself and each ally in sight.

EXSANGUINATE

SPECIAL: 1/+1

VIG ATTACK - CONJURY

TARGET: 1 creature

HIT: Deal 3d6 damage. Restore that many hit points,

divided as you choose, to allies within 10 ft. of the target.

SOLID: Add 1d6 damage.

OTHER:

BACK FROM THE BRINK

MIGHTY: 2/+2

VIG ATTACK - CONJURY

TARGET: 10 ft. burst on a friendly creature; enemies only

HIT: Deal 2d6+3 damage.

SOLID: Add 1d6 damage.

OTHER: Grant the friendly creature a **recovery 5**. If they have not acted yet this round, they can take their turn after yours.

STRIKE

BASIC

STR ATTACK - MELEE

TARGET: 1 creature

HIT: Deal 1d6+1 damage.

SOLID HIT: Confer **delayed 1** (rod).

SHOOT

BASIC

AGI ATTACK - RANGED

TARGET: 1 creature

HIT: Deal  + AGI damage.

SOLID HIT: Weapon effect.

RALLY

BASIC

RES SUPPORT - PERSONAL

TARGET: personal

HIT: Gain **2 effort**; or make a **recovery 2**.

SOLID HIT: You can do both.

INCISION

BASIC

VIG ATTACK - MELEE/CONJURY

TARGET: 1 creature

HIT: Deal 1d6+3 damage. Confer **bleeding 1**.

SOLID HIT: Confer **bleeding 2** instead.

LEECH

BASIC

VIG ATTACK - CONJURY

TARGET: 10 ft. blast

HIT: Deal 2d6. Grant a **recovery 1** to a creature in sight.

SOLID HIT: Grant a **recovery 2** instead.

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

MIGHTY: 2/+2

TARGET:

HIT:

SOLID:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

MIGHTY: 2/+2

TARGET:

HIT:

SOLID:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID HIT:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

BASIC

TARGET:

HIT:

SOLID:

TARGET:

HIT:

SOLID:

OTHER:

PREMADE CHARACTER

ATTRIBUTES

SKILLS

COMBAT INFORMATION

WEAPON

ARMOR

FEATURES & TALENTS

Fundamentals: When you make a **strike** or **shoot** action, you can use your best attribute modifier in place of Strength or Agility on the attack and damage rolls.

Challenge: Effort Cost 0/+1. ☐☐☐

Minor Action. Confer **provoked 5** upon an enemy in sight.

INVENTORY

1.	10.
2.	11.
3.	12.
4.	13.
5.	14.
6.	15.
7.	16.
8.	17.
9.	18.

HOLDINGS

[illegible]

ACTION ROLLS

D20 + MODIFIER + ☆

STRENGTH

+4

KNOWLEDGE

AGILITY

+2

CUNNING

VIGOR

RESOLVE

+5

CRITICAL HIT EFFECTS

Add  damage.

Add  damage.

STRIKE OF COMMAND

SPECIAL: 1/+1

RES ATTACK — MELEE/RANGED

TARGET: 1 creature

HIT: Deal 1d10+3 damage.

SOLID: Confer **unguarded 4**.

OTHER: After, one ally in sight can make a
standard attack.

WIDE OPEN

MIGHTY: 2/+2

STR ATTACK — MELEE

TARGET: 1 creature

HIT: Deal 1d10+1d6+3 damage.
Confer **wide open 2**.

SOLID: Add 1d6 damage.

OTHER: **Wide Open**: The next time the creature is hit by an attack, it suffers the damage and effects as though it took a critical hit. Then remove this condition.

STRIKE

BASIC

STR ATTACK — MELEE

TARGET: 1 creature

HIT: Deal 1d10+3 damage.

SOLID HIT: Add 1d6, **unguarded 2** (greatsword).

SHOOT

BASIC

AGI ATTACK — RANGED

TARGET: 1 creature

HIT: Deal  + AGI damage.

SOLID HIT: Weapon effect.

RALLY

BASIC

RES SUPPORT — PERSONAL

TARGET: personal

HIT: Gain **2 effort**; or make a **recovery 2**.

SOLID HIT: You can do both.

GUIDING STRIKE

BASIC

RES ATTACK — MELEE/RANGED

TARGET: 1 creature

HIT: Deal 1d10+3. Grant **accurate 1** to an ally in sight.

SOLID HIT: Add 1d6 damage.

REPOSITION

BASIC

RES ATTACK — MELEE/RANGED

TARGET: melee burst; enemies only

HIT: Deal 1d10+3. One ally in sight may shift 10 ft.

SOLID HIT: Add 1d6 damage.

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

MIGHTY: 2/+2

TARGET:

HIT:

SOLID:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

MIGHTY: 2/+2

TARGET:

HIT:

SOLID:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID HIT:

OTHER:

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HIT:

SOLID HIT:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

TARGET:

HIT:

SOLID:

OTHER:

SPECIAL: 1/+1

TARGET:

HIT:

SOLID:

OTHER:

TARGET:

HIT:

SOLID:

OTHER:

BASIC

TARGET:

HIT:

SOLID: