

Table Reference

CHARACTER ADVANCEMENT									
LEVEL	XP	★	🎲	EFFORT	ATTRIBUTE POINTS	PROGRESS	ACTIONS		
							BASIC	SPECIAL	MIGHTY
0	---	+2	d6	---		Peasant	---	---	---
1	100	+2	d6	4	4	Class, Talent, First Theme	2	1	1
2	2000	+2	d6	5	5	Talent	2	2	1
3	4000	+2	d8	5	6	Upgrade	2	3	1
4	7000	+3	d8	6	7	Second Theme	3	3	2
5	10000	+3	d8	6	8	Talent	3	4	2
6	14000	+3	d10	7	9	Upgrade	3	5	2
7	18000	+4	d10	7	10	Third Theme	3	5	3
8	24000	+4	d10	8	11	Talent	3	6	3
9	30000	+4	d12	8	12	Upgrade	3	6	3

SUMMARY OF ATTRIBUTES	
STRENGTH	<ul style="list-style-type: none"> ✦ Required to wield heavier weapons and shields ✦ Every point grants an inventory slot
AGILITY	<ul style="list-style-type: none"> ✦ Modifies your Armor Class ✦ You can make one reaction for every five points
VIGOR	<ul style="list-style-type: none"> ✦ Required to wear medium and heavy armor ✦ Your base hit points are equal to this score
KNOWLEDGE	<ul style="list-style-type: none"> ✦ You know one class skill for every four points ✦ You know one extra spell for every four points, if you are a spell-caster
CUNNING	<ul style="list-style-type: none"> ✦ Modifies your Initiative roll
RESOLVE	<ul style="list-style-type: none"> ✦ Modifies your number of recovery dice

CONDITIONS

ACCURATE	You gain a +2 bonus to attack rolls. Cancels out inaccurate .
BARRIER	When you take damage, remove that many turns from this condition instead of reducing your hit point total. After this condition is removed by damage, any excess damage is dealt to your hit point total.
BLEEDING	You suffer [duration] physical damage every 5 ft. you move or are pushed, pulled, or slid.
BLINDED	You have a -2 penalty to attack rolls and AC, and you do not engage.
BURNING	You suffer 2 x [duration] fire damage at the start of your turn. At the end of your turn, this condition counts up instead of down. You or an adjacent ally can spend a minor action to check Agility vs. 15 . On a success, this condition ends.
DELIRIOUS	<p>You must roll 1d6 on your turn and perform the indicated task:</p> <ul style="list-style-type: none"> ✦ 1: do absolutely nothing on your turn ✦ 2: suffer 2d6 damage, then act normally ✦ 3: try to make a strike action against the nearest creature ✦ 4: try to move until there are no creatures within 30 ft. ✦ 5 - 6: act normally
DYING	When reduced to 0 hit points, you fall prone , stop sustaining effects, and gain 3 rounds of this condition. If the duration runs out, you die. On your turn, all you can do is make a recovery 1 as you try to cling to life. If your hit point total reaches 10 or higher, you lose this condition and can act as normal in the following round.
DELAYED	You do not roll initiative; instead, you take your turn in the Delay Phase at the end of the round. Within this phase, adventurers act before enemies.
GUARDED	You gain a +2 bonus to AC. Cancels out unguarded .
GRAPPLED	You cannot move or be moved from your square except by jump. The grappler may shove or drag you as part of their movement. You can spend an action to make a STR or AGI check vs. the grappler's Strength score, ending this condition on a success. If you use STR , you may also confer this condition to the grappler on a success.
IMMOBILIZED	You cannot move or be moved from your square except by jump.

CONDITIONS

INACCURATE	You have a -2 penalty to attack rolls. Cancels out accurate .
POISONED	You suffer [duration] poison damage at the start of your turn.
PRONE	You have a -2 penalty to attack rolls and AC, and your speed is reduced by half. You do not engage. You can stand up as a move action to end this condition. You can stand up quickly as a minor action , but this provokes attack of opportunity.
PROVOKED	You have a -2 penalty to attacks that do not include the provoking creature as a target.
SLOWED	Your speed is reduced by half, and you cannot shift or charge.
SLUMBERING	You fall prone when you gain this condition. You do not act on your turn. This condition ends immediately if you suffer damage or if an adjacent ally spends their action to wake you.
STAGGERED	You can only make basic actions . You cannot take minor actions or reactions .
STRENGTHENED	Your attacks deal [duration] extra damage. Cancels out weakened .
UNGUARDED	You have a -2 penalty to AC. Cancels out guarded .
VULNERABLE	You suffer [duration] extra damage from attacks.
WEAKENED	Your attacks deal [duration] less damage. Cancels out strengthened .

WEAPONS				
NAME	DAMAGE ✂	WEIGHT	KEYWORDS	WEAPON EFFECT
Battle Axe	d8	M	melee	Confer vulnerable 2 .
Crude Weapon	d4	L	melee	Add +2 damage.
Cudgel	d6	L	melee	Knock prone .
Crossbow	d8	M	ranged 50 ft., 2-handed	Add ☠ damage. Confer slowed 2 .
Dagger	d4	L	melee, ranged 20 ft.	Confer bleeding 2 .
Flail	d8	M	melee	Knock prone .
Free Hand	1d4	---	unarmed 5 ft., artifice 20 ft., conjury 20 ft.	---
Greataxe	d10	H	melee, 2-handed	Add ☠ damage. Confer vulnerable 2 .
Greatsword	d10	H	melee, 2-handed	Add ☠ damage. Confer unguarded 2 .
Halberd	d8	M	melee 10 ft., 2 handed	Add ☠ damage. Knock prone .
Hatchet	d6	L	melee, ranged 15 ft.	Confer vulnerable 2 .
Longbow	d8	H	ranged 50 ft., 2-handed	Add ☠ damage. Confer bleeding 2 .
Longsword	d8	M	melee	Confer unguarded 2 .
Mace	d6	L	melee	Confer inaccurate 2 .
Maul	d10	H	melee, 2-handed	Add ☠ damage. Confer inaccurate 2 .
Morning Star	d8	M	melee	Confer delayed 1 .
Pike	d8	M	melee 10 ft., 2-handed	Add ☠ damage. Push 10 ft.
Rod	d6	L	melee, conjury 30 ft.	Confer delayed 1 .
Shortbow	d6	L	ranged 40 ft., 2-handed	Confer bleeding 2 .
Shortsword	d6	L	melee	Confer unguarded 2 .
Sickle	d6	L	melee	Confer bleeding 2 .
Sling	d4	L	ranged 30 ft.	Confer delayed 1 .
Scythe	d8	M	melee 10 ft., 2-handed	Add ☠ damage. Confer bleeding 2 .
Spear	d6	L	melee 10 ft., ranged 30 ft.	Push 10 ft.
Staff	d8	L	melee, conjury 30 ft., 2-handed	Add ☠ damage.
Wand	d4	L	conjury 40 ft.	---
War Hammer	d8	M	melee	Confer inaccurate 2 .

ARMOR				
PLACEMENT	NAME	ARMOR CLASS	ARMOR DIE	WEIGHT
HEAD	Hat	+ 0	d6	L
	Cap	+ 1	d6	L
	Helm	+ 1	d8	M
	Great Helm	+ 1	d10	H
BODY	Quilted	+ 0	d6	L
	Leather	+ 1	d6	L
	Chainmail	+ 2	d8	M
	Plate	+ 3	d10	H
ARMS	Gloves	+ 0	d6	L
	Bracers	+ 1	d8	M
	Gauntlets	+ 1	d10	H
LEGS	Boots	+ 0	d6	L
	High Boots	+ 0	d8	M
	Greaves	+ 1	d10	H
OUTER	Cloak	+ 0	d6	L
	Heavy Cloak	+ 0	d8	M
	Longcoat	+ 0	d10	H

SHIELDS			
NAME	AC	ARMOR DIE	WEIGHT
Buckler	+ 1	d6	L
Round Shield	+ 2	d6	L
Heater Shield	+ 2	d8	M
Kite Shield	+ 2	d10	H