	· Equipment·		Name		Level
Item		Scarcity Dic	Class		SH NP
2			·Ability Scores	s· ·Skills·	·Class Features·
3				save	· Class Il catules.
4			cha -	ARCANA CLIMBING	
5			con-	first aid	
6			dex -	LITERACY SEAMANSHIP	
8			int [SEARCH SLEIGHT OF HAND	
9			str	STEALTH SURVIVAL	
10			wis -	TINKERING	
11				+	
12				·Combat·	
13			Tree or 71 mm	it v II · .	N. Ind
15			Initiative Armor Class		Attack Bonus
16				TOTAL BASE CURRENT	MELEE RANGED
17			•		
18			11Deapon	Damage Aotes	
19					
20					
21	34 11 1				
Ton-encumbering items	Wealth and treasure 100 o	COINS FIT IN EACH POUCH	Armor	Modifier Notes	
			Basic Rules	Check 1d6 + mod, 6+ succeeds	Save 1d10 + save mod, 10+ succeeds
			Dadil Aults	•	eet or exceed target's Armor Class to succeed

flame	Name
Туре	Туре
11age PER SESSION	111age PER SESSION
Attact Sailes Weapon Damage Melee Ranged Items carried for employer 1 2 3 4 5 6 Laborer 7 Laborer	Attact, Bonus Weapon Damage Melee ranged Items carried for employer 1 2 3 4 5
8 Laborer	
Flame	Hame
Туре	Т уре
Hage PER SESSION	11age PER SESSION
Attact Bonus Weapon Damage	Git Points
Items carried for employer	Items carried for employer
2	2
3	3
5	5
6Laborer	0
7 Laborer 8 Laborer	7 Laborer Laborer
8 Laborer	8 Laborer

TOTAL WAGES DUE EACH SESSION



DEAD SIBLINGS LANGUAGES AND LITERACY

IN EACH COMBAT ROUND, EACH COMBATANT GETS

1 Movement action + 1 Combat action

AIM
DROP PRONE
HOLD ACTION
MOVE
STAND UP

ATTACK
BLOOD MAGIC
DISENGAGE
DRAW WEAPON
RUN (ONLY IF MOVED)
PICK UP OBJECT
THROW OBJECT

·Overland movement rates·

Terraín		míles/ watch	míles/ day	hexes/ watch	hexes/ day
MAINTAINED ROADS	(FULL SPEED)	8	24	4	12
WILDERNESS TRAILS	(3/4)	6	18	3	9
HILLS, FORESTS, DESER	TS, ETC. (1/2)	4	12	2	6
JUNGLES, SWAMPS, MTN	IS, ETC. (1/4)	2	6	1	3

	· Equipment·		Name		Level
Item		Scarcity Die	this being the record of the d	eeds of a Rogue	SIX NP
2			·Ability Scores·	·Skills·	·Class Features·
3			SCORE MOD SAV		
4			cha -	ARCANA CLIMBING	Sneak Attack
5			con	CLIMBING FIRST AID	When attacking unaware targets, add 2x Stealth modifier to the attack roll. On a successful hit, multiply the
6			dex	LITERACY	damage dealt by (level +1), after rolling damage and applying all modifiers.
7				SEAMANSHIP SEARCH	Rogue's Luck
8				SLEIGHT OF HAND	ROGUE'S LUCK PER SESSION: 1D4 +
9			str	STEALTH SURVIVAL	Use a point of Rogue's Luck to re-roll
10			wis	TINKERING	any failed check or saving throw.
11				+	
12				· Combat·	
13					
14			Initiative Armor Class	l g it J øints	Attack Bonus
15			1d10 +	TOTAL	
16				BASE	MELEE RANGED
17			—		
18			Weapon	Damage flotes	
19			-		
20					
21					
lon-encumbering items	Wealth and treasure	loo coins fit in each pouch	7	Modifier Notes	
			Armor	Itipaniet Tipies	
			Basic Rules ·	Check 1d6 + mod, 6+ succeeds	Save 1d10 + save mod, 10+ succeeds
			Lagit Atuita.	Attack 1d20 + attack bonus, m	neet or exceed target's Armor Class to succeed

<u></u>	flame
Туре	Туре
Mage PER SESSION	111age per session
Attacts Somus Weapon DA Melee Ranged Items carried for employer 1 2 3 4	Class Sit Points Attacty Bonus Weapon Damage Melee ranged Items carried for employer 1 2 3 4
5	5
0	aborer 6 Laborer de Laborer 1 Labore
8 L	aborer 8 Laborer
Tupe per session	
Attact Bonus Weapon DA	Class Sit Points Attact; Bonus Weapon Damage Melee ranged
Items carried for employer	Items carried for employer
2	2
4	4
5	aborer Laborer
0	aborer 6 Laborer de Laborer 1 Labore
/	aborer 8 Laborer

TOTAL WAGES DUE EACH SESSION



DEAD SIBLINGS LANGUAGES AND LITERACY

IN EACH COMBAT ROUND, EACH COMBATANT GETS 1 Movement action + 1 Combat action

AIM DROP PRONE HOLD ACTION MOVE STAND UP

ATTACK BLOOD MAGIC DISENGAGE DRAW WEAPON RUN (ONLY IF MOVED) PICK UP OBJECT THROW OBJECT

·Overland movement rates·

Terraín		míles/ watch	míles/ day	hexes/ watch	hexes/ day
MAINTAINED ROADS (FUL	L SPEED)	8	24	4	12
WILDERNESS TRAILS	(3/4)	6	18	3	9
HILLS, FORESTS, DESERTS, ET	rc. (1/2)	4	12	2	6
JUNGLES, SWAMPS, MTNS, ET	C. (1/4)	2	6	1	3

ltem	Scarcity Die	this being the record of the deeds	s of a Sorcerer	Eevel Xp
2		·Ability Scores·	·Skills·	·Class Features·
3 4 5		cha con	ARCANA CLIMBING FIRST AID	Blood Alagic Once per watch per level, deal damage to self (damage dealt = potency) to choose one of the following effects:
6 7 8		int	SEAMANSHIP SEARCH SLEIGHT OF HAND	REND - potency x d6 damage to visible targets, hits automatically MEND - potency x d4 healing to non-sorcerers AID - Add a +potency bonus to any check
9		wis -	STEALTH SURVIVAL TINKERING	before rolling MAX POTENCY: (LEVEL + 3)
11 12 13			·Combat·	
14 15 16		1d10+	DTAL BASE	Attack Bonus
17 18 19		Шеароп	Damage <u>f</u> lotes	
lon-encumbering items 10 Calth and trea	ASUIT 100 COINS FIT IN EACH POUCH	Armor	Modifier Notes	
		Basic Rules ·	Check 1d6 + mod, 6+ succeeds	Sauc 1d10 + save mod, 10+ succeeds

	<u> </u>
Туре	Туре
Hage PER SESSION	111age PER SESSION
Attact, Course Weapon Damage Melee Ranged Items carried for employer 1 2 3 4 5 6 Laborer 7 Laborer 8	Attacty Bonius Weapon Damage Melee Ranged Items carried for employer 1 2 3 4 5 6 LANGUAGES AND LITERACY Laborer 8
¶ате	flame
Туре	Туре
11age PER SESSION	Mage PER SESSION
TOTAL / CURRENT Armor Class Sit Points Attacts Bonus Weapon Damage Melee Ranged	Attact; Bonus Weapon DAMAGE MELEE RANGED
Items carried for employer	Items carried for employer
2	2
4	4
5 Laborer	5
7 Laborer	7 Laborer
8 Laborer	8 Laborer

TOTAL WAGES DUE EACH SESSION



DEAD SIBLINGS LANGUAGES AND LITERACY

IN EACH COMBAT ROUND, EACH COMBATANT GETS

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·Overland movement rates·

Terraín		míles/ watch	míles/ day	hexes/ watch	hexes/ day
MAINTAINED ROADS	(FULL SPEED)	8	24	4	12
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JUNGLES, SWAMPS, MTN	IS, ETC. (1/4)	2	6	1	3

Item	· Equipment·	Scarcity Die	Name		SXP Level
1			this being the record of the deed	sola marrior	n)
2			·Ability Scores·	·Skills·	·Class Features·
4			cha Mod Save	ARCANA	Combat Reflexes
5			con -	CLIMBING FIRST AID	Roll initiative 2x and use the best result. Battle Intuition
6			dex -	LITERACY SEAMANSHIP	Usable once per watch at level 1, twice at level 3, three times at level 7.
7			int	SEARCH SLEIGHT OF HAND	Pick one of these two effects each use: MIGHTY BLOW - One of your attacks
9			str -	STEALTH	auto hits and deals + level damage MIRACULOUS ESCAPE - One attack auto misses you, after it is rolled, before
10			wis -	SURVIVAL TINKERING	damage is rolled.
11				+	
12				·Combat·	
13			1	10 × 10 × ·	5 Lad
14 15			Initiative Armor Class	ligit Points	Attack Bonus
16				RENT	MELEE RANGED
17			•		
18			Meapon	Damage N otes	
19					
20					
21	141 LI L.				
on-encumbering items	Wealth and treasure 100 coins F	T IN EACH POUCH	Armor	Modifier Motes	
				Check 1d6 + mod, 6+ succeeds Attack 1d20 + attack bonus, m	Sauc 1d10 + save mod, 10+ succeeds

flame	flame
Туре	Туре
Mage PER SESSION	111age PER SESSION
Items carried for employer 1 2 3 4 5 6	Class Fit Doints Attacty Boillis Weapon Damage Melee Ranged Items carried for employer 1 2 3 4 5 6 Laborer aborer 7 Laborer
/	aborer 8 Laborer
<u> </u>	flame
Туре	Т ире
Mage PER SESSION	Hage PER SESSION
Attact Boills Weapon DA	Class Fit Points Armor Class Attacty Bonus Weapon Damage Melee ranged
Items carried for employer	Items carried for employer
2	2
3	3
5	5
0	aborer 6 Laborer
	aborer 7 Laborer

TOTAL WAGES DUE EACH SESSION

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JUNGLES, SWAMPS, MTN	IS, ETC. (1/4)	2	6	1	3