ltem . Equipment.		Name		Cavel Level
Item	Scarcity Dic	this being the record of the deeds	of a Warrior	SR NP
2		·Ability Scores·	·Skills·	·Class Features·
3		SCORE MOD SAVE		
4		cha	ARCANA CLIMBING	Combat Reflexes Roll initiative 2x and use the best result.
5		con	first Aid	Battle Intuition
6			LITERACY	Usable once per combat at level 1, twice at level 3, three times at level 7.
7		Dex -	SEAMANSHIP	Pick one of these two effects each use:
8		int	SEARCH SLEIGHT OF HAND	MIGHTY BLOW - One of your attacks auto hits and deals + level damage
		str	STEALTH	MIRACULOUS ESCAPE - One attack auto
9			SURVIVAL TINKERING	misses you, after it is rolled, before damage is rolled.
10		Wis		
11			+	
12			·Combat·	
13				
14		Initiative Armor Class I	Git Points	Attack Bonus
15		1d10 + TO	TAL	
16		CURRE	BASE	MELEE RANGED
17		•	Magazina and Andrewson and And	
18		111 capon	Damage flotes	
19				
20				
21				
lon-encumbering items Wealth and treasure	100 COINS FIT IN EACH POUCH			
		Armor	Modifier Notes	
			.1,	
			1d6 + mod, 6+ succeeds 1d20 + attack bonus, m	Saute 1d10 + save mod, 10+ succeeds eet or exceed target's Armor Class to succeed

Attack

1d20 + attack bonus, meet or exceed target's Armor Class to succeed

Flame	Flame			
Туре	Туре			
111age PER SESSION	11age PER SESSION			
Attact; Gonus Weapon Dama	Ejít Doints			
Items carried for employer	Items carried for employer			
1	1			
2	2			
4	4			
5	5			
6 Labo	rer 6 Laborer			
7Labo	,			
8 Labo	rer 8 Laborer			
flame	<u> </u>			
Туре	Туре			
Mage PER SESSION	Mage PER SESSION			
total / current Armor Cle	ass total / current Armor Class			
4)11 3001115	Ljít Points			
Attact, Bonus Weapon Dama	Attack Banus			
Attack Saims weapon dama melee ranged	GE Attact Boillis Weapon DAMAGE MELEE RANGED			
Attact, Bonus Weapon Dama	Attach Bonus Weapon Damage			
Attacty Gonus Weapon DAMA Melee RANGED Items carried for employer	Attacts Bonus Weapon DAMAGE MELEE RANGED Items carried for employer			
Attacty Gonus Weapon DAMA Melee RANGED Items carried for employer 1 2	Attacts Bonus Weapon DAMAGE MELEE RANGED Items carried for employer 1 2			
Attacty Gonus Weapon DAMA Melee RANGED Items carried for employer	Attacts Bonus Weapon DAMAGE MELEE RANGED Items carried for employer			
Attacty Conus Weapon Dama Melee Ranged Items carried for employer 1 2 3	Attacts Bonus Weapon Damage Melee Ranged Items carried for employer 1 2 3			
Attacty Somus Weapon Dama Melee Ranged Items carried for employer 1 2 3 4 5 6 Labo	Reference Damage Melee Ranged Litems carried for employer 1 2 3 4 5 6 Laborer			
Attacty Somus Weapon Dama Melee Ranged Items carried for employer 1 2 3 4 5	Attacts Somus Weapon Damage Melee Ranged Items carried for employer 1 2 3 4 5 6 Laborer 1 Laborer			

NAME OF HEIR

TOTAL WAGES DUE EACH SESSION



DEAD SIBLINGS LANGUAGES AND LITERACY

IN EACH COMBAT ROUND, EACH COMBATANT GETS

4 Mousement action + 4 Combat action

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·

THESE MOVEMENT RATES ASSUME THE REFEREE IS USING 2-MILE HEXES

Terrain		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	RTS, ETC. (1/2)	4	12	2	6
JUNGLES, SWAMPS, MT	NS, ETC. (1/4)	2	6	1	3