

Common Maneuvers

- **Wait.** Specify another maneuver you will execute if you observe a trigger action. Defenses and Movement as per specified maneuver.
- Allows you to interrupt opponent actions. This often includes bracing for an enemy charge attack.
- **All-out Defense.** Move: 1 step. You forgo making an attack but get +2 to one active defense of your choice. Also, if you fail a defense roll, you may try one other means.
 - **Move-and-attack.** Shield slam (E40) or bow attack at full skill. Otherwise, quarterstaff skill capped at 9. Move: full. Defense: Can not retreat, nor defend with a hand used to attack.
 - **Attack.** Move: One step, before or after attack. Add bow Acc to attack roll. For melee, make one full attack, or two rapid strikes, at skill-6.
 - **All-out Attack.** Move: Up to half. May make two **melee** attacks at full skill, one strong attack at +2 damage. **No defense allowed.**
 - **Feint.** Move: 1 step. Roll a Quick Contest of your sword v. theirs. Margin of success = subtracted from one attack made next round. Can be combined in a one-round strike with All-Out Attack or Rapid Strike.

Notes.

- Only 1 block attempt per turn

- Penetrating cutting(cut) or large piercing(pi+) damage deals x1.5 against most targets (minimum 1).
- Penetrating impaling (imp) or huge piercing (pi++) deals x2 against most targets (minimum 1).
- Penetrating crushing damage deal x1 against most targets (min 0).
- Major Wound: any single wound greater than half current HP. HT roll to avoid knockdown.
- Crippling (Major) Wound. Damage to an extremity triggers a major wound if its greater than: (HP/2 for arm/leg, HP/3 for hand/foot). This renders the limb useless. Cutting damage beyond twice the cripple threshold severs the limb.
- Knockback. Triggers another HT toll to avoid being knocked prone. Failing by -5 or greater indicates unconsciousness.
- May retreat one step away from the attack while attempting a dodge to receive +2.

Speed-Range-Size Modifier

Mod	Linear yards	Mod	Linear yards
		-8	50
0	2	-9	70
-1	3	-10	100
-2	5	-11	150
-3	7	-12	200
-4	10	-13	300
-5	15	-14	500
-6	20	-15	700
-7	30		

SCOUT Llandor the Gray (Elf male)

Size Humanoid (+0 mod)

Base Speed 7 Move 7 yards (9)

Strength(ST) 11 Dexterity(DX) 15

IQ 11 Health(HT) 12

Fatigue Points 12 Will 11

Perception 14 Observation 14 Search 13

Hit Points 13 Damage Reduction 2

Armor Lt. Cloth Armor (w/Fortify +1)

Encumbrance/Move Penalty -2

Dodge 9 Block No shield

Parry 12 (sword w/shield)

Thrust / Swing 1d-1 / 1d+1

Reaction Mod +0 (Attractive, yet calous)

Language Common. Elven (Spoken)



"I shoot it in the eye. Twice"

Treasure
18 cp

Current HP	Current FP

Melee	#	Damage	Reach	Parry	WT	Cost	Properties
Fist	15	1d-2 cr	c				
Kick	13	1d-1 cr	c, 1				
Quarterstaff	18	1d+3 cr	1,2	0	3	600	

Ranged	#	Damage	Acc	WT	Properties	Shots
Composite Bow	20	1d+3 imp	3		1/2 x20, 22 Max	1(2)
20 bodkin point, 20 cutting point arrows						

Llandor (you couldn't pronounce my full name) personifies the elven ranger archetype. He protects the forest wildlife using his bow to shoot firebugs and litterbugs from concealment. Like many hunters, he keep trophies of his kills, ears. His eagerness to kill has earned him enemies, and he's currently hiring out to adventuring parties provided they follow his lead to and from the dungeon.

Advantages

- Uses racial Magery to check each bow for magic
- You couldn't pronounce my full name

Heroic Archer - 20

Add bow accuracy without the need for aiming. Can fire arrows instantly as long as Fast Draw(Arrow) roll is made.

Elven Gear - 10% off

Outdoorsman - 2

Receive a +2 bonus on

Disguise(Animals), Fishing, Mimicry(Animals Sounds), Naturalist, Survivalist, Tracking and Weather Sense.

Acute Vision - 1

Bonus + 1 to vision rolls.

Magery - 0

Roll IQ to detect change in mana or whether an item is magical.

Forest Guardian - 2

Bonus to Bow, Camouflage, Fast Draw(Arrows), Stealth and Survival(Forest)

Signature Gear (Bow)

Weapon Bond (Bow)

Strongbow. Use bow at +2 ST

Personality Quirks

- Collects an ear from each slain foe.
- Runs around during combat shooting into melee
- Respects all druids

Disadvantages

Bloodlust(12)

Roll 12 or less to resist killing foes.

Phobia(Crows)(12)

Callous - 1 to reaction. + 1 to intimidate.

Greed(12)

Roll 12 or less to refuse an offer of money.

Loner(12)

Roll 12 or less to engage with a group.

Overconfidence (12)

Must roll 12 or less to not simply want to kick in the door and charge straight into battle.

Sense of Duty (Adventuring

Companions, Nature)

You think of your adventuring party and nature like a family and feel honor bound to protect and defend them.

Vow: Own no more than you can carry.

Gear

Item	Location	WT	Cost
Personal basics/ clothing	Body	3	5
Bandoлеer	Body	1	60
2xPouch	Body	.4	20
Arrow Quiver	Body	1	40
Canteen (1 Qt.)	Body	8	10
Miniature Sundial (Nav -1)		1	40
Elven Rations, 6 meals		1	27

Other Skills

Carousing-12 Gain info in taverns

Detect Lies-12

Intimidation-13

Singing-16 (BT, Voice)

Observation-13

Sex Appeal (Voice)-12

Consumables

Calltrops x2 (Bandoлеer) Ready to deploy in space. Vision - 2 to avoid,

else step on number of spikes equal to the margin of failure. Random

Staff-18

Knot-Tying-15

Stealth-16. Forest Guardian.

Wrestling-16

Flash Nagepipo (Bandoлеer) When

hurlled, everyone within 10 yards of

target space who has unobstructed

line of sight must roll HT of suffer

blindness. Roll HT each turn to recover.

Skills

Dex-Based Skills

Bow-20. Forest Guardian

Climbing-14

Fast Draw(Arrow)-17. Forest

Guardian

Jumping-15 Skill check/4= base

horizontal jump

Staff-18

IQ-Based Skills

Army(Missile Weapons)-10 Roll

for 20% discount

Camouflage-16. Outdoorsman.

(Forest Guardian. Using natural

materials

Cartography-12 Create maps to sell

Disguise (Animals)-12 Outdoorsman

Gesture-12 Communicate through

hand signals

Mimicry (Bird Calls)-12 Outdoorsman

Naturalist-11 Outdoorsman

Wilderness lore

Navigation-12 Outdoorsman. Find

position using landmarks

Shadowing-11 Follow target in a

crowd

Traps: Find-13.

Set of disarm-17

Weather Sense-12 Outdoorsman.

Predict the weather