

Evener Yengin

Character Name

Aranox Magewright

Ancestry Class

Gladiator Gilder

Career Subclass (Vocation)

VICTORIES:

Progress bar for Victories: 10 empty slots.

LEVEL

1

WEALTH

1

REOWN

2

XP

0

MIGHT **A**GILITY **R**EASON **I**NTUITION **P**RESENCE

Ability scores: MIGHT (2), AGILITY (2), REASON (2), INTUITION (-1), PRESENCE (-1)

1L Size, 5 Speed, 1 Disengage, 0 Stability

STAMINA
Winded ≤ 9, Dying 0 to -9
Current

18 Max
Temporary

RECOVERIES

Recovery circle

6 Max
Stamina

HEROIC RESOURCE

Heroic Resource hexagon

Wonder
Name

SURGES

Surge square

1 Surge = Damage +2
2 Surges = Potency +1

EQUIPMENT AND MODIFIERS ◇ Kit

Name

Warding Glyph

Armor / Ward

Speed Disengage Stamina Stability Melee Dist. Ranged Dist.

Melee Damage Bonus

Ranged Damage Bonus

≤11 12-16 17+

≤11 12-16 17+

EFFECTS

Ward of Momentum Transference

Your ward reacts to harm to help you escape danger. Whenever an adjacent creature deals damage to you, you can slide yourself a number of squares equal to your Reason score after the damage is dealt.

Warding Glyph

Triggered Action

Defensive wards on your allies' armor activate, shielding them from harm.

CONDITIONS

Condition	End of Turn	Save Ends*
Bleeding	◇	◇
Dazed	◇	◇
Frightened	◇	◇
Grabbed	◇	◇
Prone	◇	◇
Restrained	◇	◇
Slowed	◇	◇
Taunted	◇	◇
Weakened	◇	◇
	◇	◇
	◇	◇

* Save Ends = 6 or higher on 1d10 at the end of your turn removes the effect.

Immunities

None

Weaknesses

None

POTENCY

WEAK

0

AVERAGE

1

STRONG

2

GAINING WONDER

Gain When

- 1d3 Start of your turn
 - 1 The first time each round that an primed creature takes a main action
- 1d3 The first time in an encounter you or an ally spends 2 surges on a single ability to increase the potency
- 1d3 The first time in an encounter you or an ally spends 3 or more surges on a single ability to increase the damage

SPENDING HERO TOKENS

1 Token: Gain 2 Surges.

1 Token: Succeed on a saving throw instead of failing.

1 Token: Reroll a test and use the new result.

2 Tokens: On your turn or when you take damage, regain Stamina equal to your recovery value without spending a Recovery before taking the damage.

YOUR TURN

Each creature can take a move action, a maneuver, and a main action on their turn — in any order

You can also take one triggered action per round when the trigger happens. There is no limit to the number of free triggered actions you can take.

CLASS FEATURES

Devoted Artisan

You begin the game with 120 project points as well as project sources for up to three 1st-echelon treasures of your choice. Whenever you gain a level, you immediately gain the project source for one treasure of your echelon or lower.

Additionally, you add your level to project rolls to craft projects and whenever you convert Victories into XP, you gain 5 project points for every point of XP you gain.

Sygdaldry

You are able to inscribe arms, armor and implements with arcane glyphs that you can later prime during combat to bolster you or your allies. When you use your Infusion ability, one target of your choice becomes primed until the end of the encounter, you use this feature again, you willingly end this effect (no action required), or another magewright primes the target.

...(continued in reference)...

Magic Gadget

Main Action

You compel a mundane object to strike a foe.

Infusion

Maneuver

You imbue an ally's equipment with a burst of magic.

- Heroic Resource: Wonder
- Signature Class Abilities: Sonic Hammer Iron Eater
- 3 Cost Class Ability: Mass Accelerator
- 5 Cost Class Ability: Rapid Oxidization
- [Magic] Abilities: +1 damage
- Stamina: +18 Stamina
- Recoveries: +8 Recoveries
- 1 Upgrades Power Capacitors
- 1 Magewright Ward Ward of Momentum Transference
- Heroic Resource Gain: Gilder Wonder Gain
- 1 Skill Magic
- 3 Crafting or Lore Skills Search Timescape Society
- 1 Skill Monsters

Remaining features in Reference...

CULTURE

CULTURE NAME

Borderland Homestead

CULTURE LANGUAGE

• 1 Language **The First Language**

You gain an edge on tests made to recall lore about your culture, and on tests made to influence and interact with people of your culture.

LANGUAGES

- Caelian
- The First Language
- Za'hariax

ENVIRONMENT

Wilderness

• 1 Crafting or Exploration Skill **Navigate**

ORGANIZATION

Communal

• 1 Crafting or Exploration Skill **Jump**

UPBRINGING

Labor

• 1 Exploration Skill **Blacksmithing**

CAREER

Gladiator

BENEFIT

- **Renown: +2 Renown**
- 1 Language **Za'hariax**
- 1 Exploration Perk **Brawny**
- 2 Exploration Skills **Ride** **Swim**

INCITING INCIDENT

Joined the Arena

As a child, you loved gladiatorial matches, captivated by the fierce displays of showmanship, never giving much thought to how the competitors ended up in the ring. Then your friend was wrongly accused of a crime and sentenced to compete. You went in their place. After viewing what life was like for those forced to fight, you survived your sentence and resolved to protect the unfairly condemned.

COMPLICATION

BENEFIT

DRAWBACK

SKILLS

Have 1+ skills that apply to a test? +2 bonus

CRAFTING

- ◇ Alchemy
- ◇ Architecture
- ◆ Blacksmithing
- ◇ Carpentry
- ◇ Cooking
- ◇ Fletching
- ◇ Forgery
- ◇ Jewelry
- ◇ Mechanics
- ◇ Tailoring

EXPLORATION

- ◇ Climb
- ◇ Drive
- ◇ Endurance
- ◇ Gymnastics
- ◇ Heal
- ◆ Jump
- ◇ Lift
- ◆ Navigate
- ◆ Ride
- ◆ Swim

INTERPERSONAL

- ◇ Brag
- ◇ Empathize
- ◇ Flirt
- ◇ Gamble
- ◇ Handle Animals
- ◇ Interrogate
- ◇ Intimidate
- ◇ Lead
- ◇ Lie
- ◇ Music
- ◇ Perform
- ◇ Persuade
- ◇ Read Person

INTRIGUE

- ◇ Alertness
- ◇ Conceal Object
- ◇ Disguise
- ◇ Eavesdrop
- ◇ Escape Artist
- ◇ Hide
- ◇ Pick Lock
- ◇ Pick Pocket
- ◇ Sabotage
- ◆ Search
- ◇ Sneak
- ◇ Track

LORE

- ◇ Criminal Und.
- ◇ Culture
- ◇ History
- ◆ Magic
- ◆ Monsters
- ◇ Nature
- ◇ Psionics
- ◇ Religion
- ◇ Rumors
- ◆ Society
- ◇ Strategy
- ◆ Timescape

ANCESTRY TRAITS AND PERKS

Goring Horns

Your horns aren't just imposing, they're also sharp. Once per round when you make a melee strike, you can deal extra damage with the strike equal to your highest characteristic score.

Brawny

Whenever you fail a Might test, you can lose Stamina equal to 1d6 + your level to improve the outcome of the test by one tier. You can use this perk only once per test.

Always Angry

The beast rages within you, and its anger makes you incredibly strong. You gain an edge on tests made to lift and haul heavy objects. In addition, whenever you force move a creature or object, the forced movement distance gains a +1 bonus.

• Size: Beast Within

Your Minotaur forebears were consumed by the beast, giving them their monstrous size. Your tenuous control has made you smaller by comparison, but the beast within is still there, waiting.

SIGNATURE ABILITY

IRON EATER

It destroys armor in minutes, and removes stains instantly.

Magic, Ranged, Strike

Main Action

▮ Ranged 10 🕒 One creature or object

Power Roll + 2

≤11 6 acid damage; **R<0** weakened (save ends)

12-16 8 acid damage; **R<1** weakened (save ends)

17+ 11 acid damage; **R<2** weakened (save ends)

Effect:

While weakened this way, whenever you or an ally uses an ability that incorporates 1 or more surges against the target, they gain 1 additional surge they must use on the ability.

MAIN ACTION

MAGIC GADGET

You compel a mundane object to strike a foe.

Magic, Ranged

Main Action

▮ Ranged 10 🕒 One creature or object
can be used as a Ranged Free Strike

Power Roll + 2

≤11 5 damage

12-16 7 damage

17+ 9 damage

Effect:

When you make this strike, choose the damage type from one of the following options: acid, cold, fire, lightning, poison, or sonic.

SIGNATURE ABILITY

SONIC HAMMER

This. Is. My. BOOMSTICK.

Melee, Magic, Strike

Main Action

▮ Melee 1 🕒 One creature or object

Power Roll + 2

≤11 Push 4

12-16 Push 5

17+ Push 7

Effect:

For each square you push the target, they take 1 sonic damage.

HEROIC ABILITY

MASS ACCELERATOR

3
COST

Time to meet your equal and opposite reaction.

Magic, Ranged, Strike

Main Action

▮ Ranged 10 🕒 Self or one ally

Power Roll + 2

≤11 Vertical Slide 5

12-16 Vertical Slide 7

17+ Vertical Slide 9

Effect:

This forced movement ignores the target's stability, and if this forced movement causes the target to slam into an enemy, the target takes no damage from the collision and the enemy takes extra damage equal to the number of squares the target moved. The target then pushes the enemy they collide with a number of squares equal to the distance the target moved.

HEROIC ABILITY

RAPID OXIDIZATION

5
COST

A barrel of this stuff will eat through a stone bridge in under ten minutes.

Area, Magic, Ranged

Main Action

▮ 3 Cube within 10 🕒 Special

Power Roll + 2

≤11 3 acid damage; **M<0** the target has damage weakness equal to 2 (save ends)

12-16 6 acid damage; **M<1** the target has damage weakness equal to 2 (save ends)

17+ 8 acid damage; **M<2** the target has damage weakness equal to 2 (save ends)

Effect:

The gas remains in the area until the end of the end of your next turn. Any creature who ends their turn in the area takes acid damage equal to your Reason score.

MANEUVER

INFUSION

You imbue an ally's equipment with a burst of magic.

Magic, Ranged

Maneuver

▮ Ranged 10 🕒 Self or one ally

Effect:

The target gains two surges.

Spend 2:

You can target one additional ally within distance.

Spend 1+:

For each wonder spent, choose one of the following enhancements:

* A target can spend a Recovery.

* A target can end one effect on a target that is ended by a saving throw or that ends at the end of their turn.

* The target gains one additional surge.

TRIGGERED ACTION

WARDING GLYPH

Defensive wards on your allies' armor activate, shielding them from harm.

Magic

Triggered Action

▮ Ranged 10 🕒 Special

Trigger: You or an primed ally takes damage.

Effect:

The damage is halved. If any effect of the damage has a potency effect, you decrease the potency by 1.

Spend 1:

The target gains temporary stamina equal to twice your Reason score.

FREE STRIKE

MELEE FREE STRIKE

Charge, Melee, Strike, Weapon

Free Strike

▮ Melee 1 🕒 One creature or object

Power Roll + 2

≤11 4 damage

12-16 7 damage

17+ 9 damage

NOTES

FREE STRIKE

RANGED FREE STRIKE

Ranged, Strike, Weapon

Free Strike

OTHER FEATURES & REFERENCE

GILDER

Sygaldry

You are able to inscribe arms, armor and implements with arcane glyphs that you can later prime during combat to bolster you or your allies. When you use your Infusion ability, one target of your choice becomes primed until the end of the encounter, you use this feature again, you willingly end this effect (no action required), or another magewright primes the target.

While one or more creatures are primed by you, you can spend 1 wonder to take one of the following free triggered actions:

- When a primed creature makes an ability roll, they gain an edge on that roll.
- When a primed creature force moves a creature or object, they can increase the distance by a number of squares equal to your Reason score.
- When a primed creature is force moved, you can reduce the total distance moved (to a minimum of 0) by an amount equal to your Reason score.
- Whenever a primed creature takes the Advance or Disengage action, they can increase the number of squares moved or shifted by your Reason score.

You can choose only one free triggered action option at a time, even if multiple options are triggered by the same effect.

CLIMBING / SWIMMING

A creature who has “climb” in their speed entry, or who gains the temporary ability to automatically climb, can climb across vertical and horizontal surfaces at full speed. Likewise, a creature who has “swim” in their speed entry, or who gains the temporary ability to automatically swim, can swim in liquid at full speed.

Creatures without those types of movement can still climb or swim when a rule allows them to move, but each square of climbing or swimming costs 2 squares of movement. If a surface is difficult to climb (for instance, a sheer cliff or ice-covered wall) or a liquid is hard to swim through (a raging river or whirlpool), the Director can call for a Might test. On a failure, a creature can’t climb or swim but wastes no movement in the attempt. The Director can also impose other consequences to failure, such as being caught in the spinning current of a whirlpool.

Climbing other Creatures: You can attempt to climb a creature whose size is greater than yours. If the creature is willing, you can climb them without any trouble. If the creature is unwilling, you make the following test:

Power Roll + Might or Agility:

Roll	Effect
≤11	You fail to climb the creature, and they can make a free strike against you.
12-16	You fail to climb the creature.
17+	You climb the creature.

While you climb or ride a creature, you gain an edge to melee abilities used against them. The creature can use a maneuver to attempt to knock you off, forcing you to make the following test:

Power Roll + Might or Agility:

Roll	Effect
≤11	You fall off the creature into an unoccupied adjacent space of your choice, taking falling damage and landing prone as usual.
12-16	You slide down the creature into an unoccupied adjacent space of your choice and don’t land prone.
17+	You continue to hold on to the creature.

If you are knocked prone while climbing or riding a creature, you fall and land prone in an adjacent space of your choice, taking damage as usual from the fall.

HIGH GROUND

Whenever a creature uses an ability to target a creature or object while standing on the ground and occupying a space that is fully above the target’s space, they gain an edge on the power roll against that target. To be fully above a target, the bottom of a creature’s space must be higher than or bordering on the top of the target’s space.

A creature can gain this benefit while climbing only if they have “climb” in their speed entry or can automatically climb at full speed while moving.

JUMPING

Whenever an effect allows you to move (including using the Advance move action), you can automatically long jump a number of squares up to your Might or Agility score (your choice; minimum 1 square) as part of that movement. The height of your jump is automatically 1 square as part of that movement.

If you want to jump even longer or higher than your baseline jump allows, make a Might or Agility test:

Power Roll + Might or Agility:

Roll	Effect
≤11	You don’t jump any farther than your baseline jump allows.
12-16	You jump 1 square longer and higher than your baseline jump allows.
17+	You jump 2 squares longer and higher than your baselinejump allows.

You can’t jump farther or higher than the distance of the effect that allows you to move. You can’t jump out of difficult terrain or damaging terrain.

MANEUVERS

Any creature can take the following maneuvers, in addition to those listed in their stats:

- **Aid Attack:** Choose an adjacent enemy. The next ability power roll an ally makes against them before the start of your next turn has an edge.
- **Catch Breath:** Spend a Recovery.
- **Claw Dirt:** You use the Claw Dirt ability.
- **Escape Grab:** You use the Escape Grab ability while grabbed.
- **Grab:** You use the Grab ability.
- **Hide:** You become hidden from creatures who aren’t observing you while you have cover or concealment from them.
- **Knockback:** You use the Knockback ability.
- **Make or Assist a Test:** Making or assisting a test is a maneuver in combat.
- **Search for Hidden Creatures:** Attempt to locate creatures hidden from you.
- **Stand Up:** You stand up from prone, ending that condition. Alternatively, you can use this maneuver to make an adjacent prone creature stand up.
- **Use Consumable:** Unless otherwise noted in its description, you can use this maneuver to activate a consumable treasure. A creature can use this maneuver to administer a consumable treasure that benefits the user either to theself or a willing adjacent creature.

DYING AND DEATH

When your Stamina is 0 or lower, you are dying. While dying, you can’t take the Catch Breath maneuver in combat, and you are bleeding, and this condition can’t be removed in any way until you are no longer dying. While you are dying, your allies can help you spend Recoveries in combat, and you can spend Recoveries out of combat as usual.

While your Stamina is lower than 0, if it reaches the negative of your winded value, you die. When you die, you can’t be brought back to life without the use of a special powerful item such as a Scroll of Resurrection.

OPPORTUNITY ATTACK

Whenever a creature has an enemy adjacent to them and the enemy willingly moves to a space that isn’t adjacent to the creature without shifting, the creature can take advantage of that movement to quickly make a melee free strike against the enemy as a free triggered action. This is called an opportunity attack.

If a creature has a bane or double bane on the power roll against the enemy, they can’t make an opportunity attack.