

ONE UNIQUE THING

· M O M E N T U M



You gain *Momentum* at the end of every one of your turns.

You lose *Momentum* if you are **hit** by an attack, or if you drop to **0 hp** or less.

When you make your first melee attack on your turn, if you have *Momentum*, roll an extra d20 and choose the result you prefer.

TALENTS

BACKGROUNDS

BACKGROUND BONUS

$$\text{SKILL CHECK} = \text{LEVEL} + \text{ABILITY MODIFIER} + \text{BACKGROUND}$$

ICON RELATIONSHIPS

#D6	+ / ± / - ^a	ICOP	5+ 	USED 
			☐ ☐ ☐	☐ ☐ ☐
			☐ ☐ ☐	☐ ☐ ☐
			☐ ☐ ☐	☐ ☐ ☐

* + positive, $\pm$ conflicted, or – negative relationship.

ABILITY SCORES

The diagram illustrates the D&D 3.5e character creation process. It shows six character classes: Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma. Each class has a 'SCORE' box and a 'MODIFIER' box. The classes are grouped into three categories: Physical Defense (Strength, Dexterity, Constitution), Mental Defense (Intelligence, Charisma), and Wisdom. The diagram also shows the 'ARMOR CLASS' and 'MENTAL DEFENSE' boxes.

- DEFENSES & INITIATIVE

The diagram illustrates the four pillars of the 4D model. It consists of four shield-like icons arranged in a square pattern. Each icon has a starburst symbol in its top right corner. The icons are labeled as follows:

- PHYSICAL DEFENSE**: Represented by a shield icon.
- ARMOR CLASS**: Represented by a shield icon.
- MENTAL DEFENSE**: Represented by a shield icon.
- INITIATIVE**: Represented by a circular icon with a starburst symbol.

- BASIC MELEE ATTACK

WEAPON			VS AC
HIT DAMAGE	AVG	MISS	

- BASIC RANGED ATTACK

WEAPON			
HIT DAMAGE	AVG	MISS	

FEATURES, POWERS, & MANEUVERS

ACTION NAME	TRIGGER/TARGET/EFFECT	PAGE #
Threatening	When an enemy tries to disengage from you, it take a penalty equal to your DEX or CON modifier, whichever is higher.	HH114

– HIT POINTS & RECOVERIES –

CURRENT HP

DEAD

RECOVERY DICE

TEMP HP

ONGOING DAMAGE	TYPE	SAVE
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CONDITIONS & OTHER EFFECTS

- USAGE

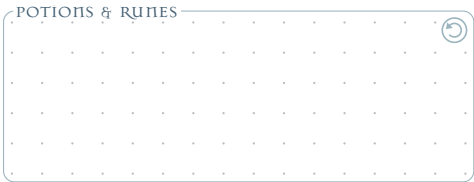
[illegible]

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

 changes/refresh at new level
  changes at new level or with incremental advance
  refresh at new arc
  refresh at end of battle



MORE FEATURES, POWERS, & MANEUVERS			
ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Std	Assist	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move	Disengage	Roll <i>disengage check</i> (11+, +1 per each engaged foe beyond first). On success, move without drawing opportunity attacks. On fail, stay engaged.	HH294
Int	Intercept	While unengaged, move to engage enemy that is moving past you.	HH296
Std	Rally	Spend a recovery to heal. If used, quick action normal save (11+) to use again.	HH298

[illegible]

MISCELLANEOUS FEATURES & POWERS

Two-Weapon Fighting: With a one-handed weapon in each hand, a natural 2 on an attack roll hits.

Extra Tough: You start with 9 recoveries instead of 8.

FEATS	
FEATURE	TIER
	A
	A



GEAR & NOTES				GOLD
ARMOR	ARMOR AC	+SHIELD	=BASE AC	
MELEE WEAPON		RANGED WEAPON		

FIGHTER BASE ARMOR			FIGHTER WEAPON DAMAGE/ATTACK PENALTY					
ARMOR	BASE AC	ATK	WEAPON	1 HAND	2 HANDS	THROWN	BOW	CROSSBOW
POPE	10	+0	SMALL (DAGGERS, CLUBS, HAND CROSSBOWS)	d4/+0	d6/+0	d4/+0	—	d4/+0
LIGHT	13	+0	LIGHT/SIMPLE	d6/+0	d8/+0	d6/+0	d6/+0	d6/+0
HEAVY	15	+0	(SHORTSWORDS, SPEARS, HANDAXES, JAVELINS, SHORTBOWS, LIGHT CROSSBOWS)					
SHIELD	+1	+0	HEAVY/MARTIAL	d8/+0	d10/+0	—	d8/+0	d8/+0
			(LONGWORDS, WARHAMMERS, GREATWORDS, LONGBOWS, HEAVY CROSSBOWS)					

FIGHTER BASE ARMOR			FIGHTER WEAPON DAMAGE/ATTACK PENALTY					
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LIGHT	13	+0	LIGHT/SIMPLE	d6/+0	d8/+0	d6/+0	d6/+0	d6/+0
HEAVY	15	+0	(SHORTSWORDS, SPEARS, HANDAXES, JAVELINS, SHORTBOWS, LIGHT CROSSBOWS)					
SHIELD	+1	+0	HEAVY/MARTIAL (LONGWORDS, WARHAMMERS, GREATWORDS, LONGBOWS, HEAVY CROSSBOWS)	d8/+0	d10/+0	—	d8/+0	d8/+0

◆ INCREMENTAL ADVANCES ◆

△ GAIN NEXT LEVEL FEAT	△ +1 MAGICAL ITEM ATTUNEMENT
△ INCREASE MAX HP TO NEXT LEVEL	△ +1 TO SKILL & INITIATIVE CHECKS
△ +1 TO PHYSICAL DEFENSE	△ +1 TO MENTAL DEFENSE
△ +1 TO 3/4/5 ABILITY SCORES AT LEVEL 3/6/9	△ GAIN NEXT LEVEL POWER OR MANEUVER
△ GAIN 2x/4x ABILITY MULTIPLIERS AT LEVEL 4/7	△ GAIN NEXT LEVEL TALENT AT LEVEL 4



FIGHTER MANEUVERS

LEVEL 1 — BIG SWING — 1/BATTLE →

Must use both a standard action and a move action. Increase your crit range by the escalation die. **Miss:** Half damage.

Adventurer Feat: If the first *big swing* with a two-handed melee weapon misses, you can use it again this battle.

Epic Feat: Target is one or two enemies.

LEVEL 1 — CARVE AN OPENING — AT-WILL →

Hit: Crit range expands by 1 (cumulative). Crit range resets after successful critical hit and at the end of the battle.

Adventurer Feat: Once per battle, expand crit range by 1 when you miss with *carve an opening*.

Champion Feat: Expand crit range on hit by 2 instead.

LEVEL 1 — GRIT & SCRAP — 1/BATTLE →

Gain +2 to all defenses until end of your next turn, and temporary hp equal to your level plus the escalation die.

Adventurer Feat: Do not spend if first use misses.

Champion Feat: Gain additional use if you have Skulls.

LEVEL 1 — ESCALATION STRIKE — 2/BATTLE →

Hit: Add +2 to damage per point on the escalation die (add +3 at 3rd level, +4 at 5th, +6 at 7th, or +8 at 9th instead).

Adventurer Feat: Use the following bonuses instead: +3 at 1st & 2nd level, +4 at 3rd, +5 at 4th, +6 at 5th, +7 at 6th, +8 at 7th, +10 at 8th, +12 at 9th, and +15 at 10th.

LEVEL 1 — MELEE FOOTWORK — AT-WILL →

Attack gains bonus equal to number of enemies engaged with. **Hit:** Cannot use *melee footwork* as your next standard action attack. **Miss:** No damage.

Adventurer Feat: On a hit, you or an ally can disengage as a free action from the enemies you are engaged with.

LEVEL 3 — BATTLE DRILL — 1/ARC →

Cannot use *Cleave the same turn as battle drill*. **Hit:** Make a no-trigger bonus attack. As long as bonus attack hits with natural even roll, keep making bonus attacks, up to a number of times equal to the highest mental ability modifier.

Adventurer Feat: If original attack misses, you can use *battle drill* again later this battle.

Epic Feat: Usage becomes 2/arc.

LEVEL 3 — COMBAT SURGE — 1/BATTLE →

Hit: Do not lose Momentum before start of your next turn, unless you are hit twice or reduced to 0 hp.

LEVEL 3 — GRIM INTENT — 1/BATTLE →

Roll *grim intent* damage equal to 1 *Weapon* die per escalation point (2 dice at 5th level, 3 at 8th). **Hit:** Target suffers bonus *grim intent* damage; you suffer half *grim intent* damage yourself. **Crit:** Target suffers double damage, you suffer none. **Miss:** Target and you both suffer half *grim intent* damage.

Champion Feat: Usage becomes 2/battle.

LEVEL 5 — POISED DEFENSE — 1/BATTLE →

Natural even hit or miss: You can heal using a recovery. **Natural odd hit or miss:** You can heal for half your recovery dice. Roll normal save; do not spend recovery if it succeeds.

Champion Feat: Do not spend usage if attack misses.

Epic Feat: You can use at-will when escalation die is 5+, even if you already spent the 1/battle use.

LEVEL 5 — POSITIONING STRIKE — AT-WILL →

Gain +4 to defenses against opportunity attacks, and take only half damage from them, until the end of your next turn.

Champion Feat: Take one-quarter damage instead.

LEVEL 5 — THUMP & BASH — 1/BATTLE →

Natural even hit: Target is *dazed* until end of your next turn (or *weakened* at 7th level). **Miss:** If using a two-handed weapon, do not spend this use of *thump & bash*.

Champion Feat: Usage becomes 2/battle.

LEVEL 7 — CHOP BLUDGEON STAB — RCH 16+ →

Recharge 11+ if used when escalation die is 2+. Target up to 3 engaged enemies, with one attack each. You can take your move action between two of the attacks.

Champion Feat: A miss deals half of a hit damage.

Epic Feat: Target up to 4 enemies with one attack each.

LEVEL 7 — BLOOD & BLADES — ARC/DESPERATE →

If d8 roll equal or higher than your remaining number of recoveries, a fumble becomes a miss, a miss becomes a hit, a hit a crit, and a crit does triple damage. **Miss:** Half damage.

Champion Feat: If d8 roll fails, regain use in next battle.

Epic Feat (replaces champ): As above but roll a d12.

LEVEL 9 — INESCAPABLE STRIKE — 1/ARC →

Hit: Gain damage bonus equal to twice your level. **Miss:** Reroll a miss up to a number of times equal to the escalation die. Double the bonus damage with each reroll.

Epic Feat: Usage becomes 1/battle.

LEVEL 9 — I SAY THEE, NAY! — 1/BATTLE →

Interrupt action. When an enemy attacks you while engaged with you, roll your attack simultaneously. Compare your natural rolls. If yours is equal or higher, you attack first. If it's lower, your attack is cancelled. **Miss:** Half damage.

Epic Feat: Spend a recovery to reroll your *I say thee, nay!*

FLEXIBLE ATTACKS					
LEVEL REQUIRED	NAME	USAGE PER BATTLE	TRIGGER 1	TRIGGER 2	AVAILABLE FEATS
1 st level	Defensive Fighting	At-will	Natural odd hit or miss: +1 AC (+2 is using a shield) until the end of your next turn.	Natural even hit: +2 AC (+3 is using a shield) until the end of your next turn.	Adventurer Feat: Gain the bonus to Physical Defense too. Epic Feat (replaces adv): Bonus applies to all defenses.
1 st level	Hack & Slash	At-will	Natural 11+: Deal damage equal to your STR modifier to a different engaged enemy than the target of your original attack (5 th level: STR×2; 8 th level: STR×4).	Natural 16+: Make a half-damage, no-trigger melee attack against a different engaged enemy than the target of your original attack.	Adventurer Feat: If you have a move action to use, you can use it before using the triggered damage or half-damage attack vs. a different enemy.
1 st level	Steady Iron	☐ ☐	Natural even hit: Gain temporary hp equal to your CON modifier (5 th level: CON×2; 8 th level: CON×4).	Natural even miss: You have Momentum in your next turn, unless you fall unconscious before then (in other words, you don't lose Momentum if you get hit).	Adventurer Feat: Usage becomes 2/battle.
3 rd level	Slice an Opening	At-will	Natural odd hit or miss: Expand your melee crit range by 1 until you score a critical hit (usually 19+).	Natural 14+: Expand your melee crit range by 2 until you score a critical hit (usually 18+).	
5 th level	Heavy Blow	☐	Natural odd hit: Reduce the target's AC by 2 until the end of the battle.	Natural even hit vs already staggered enemy: Target is <i>dazed</i> until end of your next turn (or <i>weakened</i> , if you are using a two-handed weapon).	Champion Feat: Target's AC is now reduced by 3.
7 th level	Press the Assault	☐	Natural 5, 10, 15, or 20: You gain a bonus no-trigger attack as a free action on your next turn.	Natural 2–4 when escalation die is 2+: Gain an immediate no-trigger attack as a free action.	
9 th level	Gauging Style	☐	Natural 6–10: As an interrupt action later this battle, force an enemy to reroll a melee hit against you (but not a crit).	Natural 18+: Like 6–10 result, but it also works against a critical hit.	