

## Fighter

Class

3

Level

Human

Lineage

Cook

Path

Path Upgrade

1,000

Experience Points

2,000

Next Level

CHARACTER NAME

PLAYER NAME

Δ TOTAL

3

STRENGTH

17

Modifier

+3

Temporary

DEXTERITY

13

Modifier

+1

Temporary

CONSTITUTION

15

Modifier

+2

Temporary

INTELLIGENCE

10

Modifier

+0

Temporary

WISDOM

14

Modifier

+2

Temporary

CHARISMA

11

Modifier

+0

Temporary

HTI POINTS

55

ARMOR CLASS

24

RESISTANCE CLASS

12

DAMAGE THRESHOLD

26

AC + CON MOD

TEMPORARY

 $= 10 + 7 + 2 + 2 + \square + 3$ 

Armor

Shield

DEX

Natural Armor

Misc.

 $= 10 + 0 + 2 + 0 + \square + \square$ 

INT

WIS

CHA

Natural Armor

Misc.

### CONDITION TRACKER

STABLE

0

-d4

-d6

-d10

INCAPACITATED

### ALIGNMENT SCORE

1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22	23	24	25	26

ATTACK

TO HIT

DAMAGE

Bastard Sword

Melee ☒  
Ranged ☐

+5

2d6+9

S  
P  
B

Special Properties

+5/+5 when moving 15ft

Weight Slots

Versatile (2d8)

+13 damage on first strike

2

Shortbow

Melee ☐  
Ranged ☒

+3

1d6+2

S  
P  
B

Special Properties

+13 damage on first strike

Weight Slots

Ammo \_\_\_/20

Reload 1Δ - Range 80/320

1

Warhammer

Melee ☒  
Ranged ☐

+6

1d8+9

S  
P  
B

Special Properties

+5/+5 when moving 15ft

Weight Slots

+13 damage on first strike

+13 damage on first strike

2

SPELL

Δ

SPELL TYPE &amp; ATTACK

Shield Bash

+6

Arcane ☐  
Natural ☐  
Orderly ☐

1d4+9

S  
V  
M

Special Properties

Arcane ☐  
Natural ☐  
Orderly ☐S  
V  
M

Special Properties

Arcane ☐  
Natural ☐  
Orderly ☐S  
V  
M

Special Properties

INITIATIVE

+2

Proficiency Bonus

+1

SPEED

30

15

15

REPUTATION

1

INSPIRATION

DOWNTIME POINTS

### CLASS FEATURES & ABILITIES

Fighting Style: Defensive Fighting +1ACImproved attack: 1x/round - Make melee or ranged attack for 1Δ.Maneuvers ○○○○Charging Strike: When moving 15ft before making a melee attack, add+5 attack / +5 dmgRiposte: When a creature crit fails an attack on you, you get a free attack roll.

### FAILURE FEATURES

Roleplay - I must remember my trainingReroll a crit fail on Physical skill checkCombat - I got you right where I want you...On a crit fail melee attack, reroll by spending a maneuver and rolling a new attack roll heavily favored (+d10)

SKILL TOTAL

Sensory Skills

<input type="checkbox"/> Concentration (Con)	=	+	+
<input type="checkbox"/> Insight (Wis)	=	+	+
<input checked="" type="checkbox"/> Investigation (Int)	=	0	1 + 2
<input type="checkbox"/> Perception (Wis)	=	+	+
<input type="checkbox"/> Listen (Wis)	=	+	+
<input type="checkbox"/> Sight (Wis)	=	+	+
<input type="checkbox"/> Smell (Wis)	=	+	+

Creative Skills

<input type="checkbox"/> Craft (Dex)	=	+	+
<input type="checkbox"/> Disguise (Cha)	=	+	+
<input type="checkbox"/> Forgery (Int)	=	+	+
<input type="checkbox"/> Performance (Cha)	=	+	+
<input type="checkbox"/> Profession (Int)	=	+	+

Communication Skills

<input type="checkbox"/> Animal Handling (Wis)	=	+	+
<input type="checkbox"/> Deception (Cha)	=	+	+
<input type="checkbox"/> Insight (Wis)	=	+	+
<input checked="" type="checkbox"/> 1 Intimidation (Cha)	=	0	1 +
<input type="checkbox"/> Leadership (Cha)	=	+	+
<input type="checkbox"/> Persuasion (Cha)	=	+	+

Knowledge Skills

<input type="checkbox"/> Appraisal (Wis)	=	+	+
<input type="checkbox"/> Arcana (Int)	=	+	+
<input type="checkbox"/> Cosmic (Int)	=	+	+
<input type="checkbox"/> Geography (Int)	=	+	+
<input type="checkbox"/> History (Int)	=	+	+
<input type="checkbox"/> Lore (Int)	=	+	+
<input type="checkbox"/> Nature (Int)	=	+	+
<input type="checkbox"/> Religion (Int)	=	+	+

Physical Skills

<input checked="" type="checkbox"/> 2 Acrobatics (Dex)	=	2	1 + -1
<input type="checkbox"/> Balance	=	+	+
<input type="checkbox"/> Tumble	=	+	+
<input checked="" type="checkbox"/> 3 Athletics (Str)	=	3	1 + -1
<input type="checkbox"/> Jump (Str)	=	+	+
<input type="checkbox"/> Swim (Str)	=	+	+
<input checked="" type="checkbox"/> 2 Initiative (Dex)	=	2	1 + -1
<input type="checkbox"/> 1 Stealth (Dex)	=	2	+

Trained Skills

<input type="checkbox"/> Decryption (Int)	=	+	+
<input type="checkbox"/> Inscription (Int)	=	+	+
<input type="checkbox"/> Lockpick (Dex)	=	+	+
<input type="checkbox"/> Medicine (Wis)	=	+	+
<input checked="" type="checkbox"/> 3 Ride (Dex)	=	2	1 +
<input type="checkbox"/> Sleight of Hand (Dex)	=	+	+
<input type="checkbox"/> Survival (Wis)	=	+	+

SPECIALIZATION SKILLS

<input type="checkbox"/> _____ [ ]	=	+	+
<input type="checkbox"/> _____ [ ]	=	+	+
<input type="checkbox"/> _____ [ ]	=	+	+
<input type="checkbox"/> _____ [ ]	=	+	+
<input type="checkbox"/> _____ [ ]	=	+	+
<input type="checkbox"/> _____ [ ]	=	+	+
<input type="checkbox"/> _____ [ ]	=	+	+
<input type="checkbox"/> _____ [ ]	=	+	+

TOTAL SPELLS

SPELL SLOTS

SPELL ATTACK

CASTING ABILITY

	/		
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SPELL NAME

PG#

Δ

Range

Damage

		Arcane <input type="checkbox"/> Natural <input type="checkbox"/> Orderly <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
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		Arcane <input type="checkbox"/> Natural <input type="checkbox"/> Orderly <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
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		Arcane <input type="checkbox"/> Natural <input type="checkbox"/> Orderly <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		Arcane <input type="checkbox"/> Natural <input type="checkbox"/> Orderly <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		Arcane <input type="checkbox"/> Natural <input type="checkbox"/> Orderly <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		Arcane <input type="checkbox"/> Natural <input type="checkbox"/> Orderly <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
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		Arcane <input type="checkbox"/> Natural <input type="checkbox"/> Orderly <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		Arcane <input type="checkbox"/> Natural <input type="checkbox"/> Orderly <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
		Arcane <input type="checkbox"/> Natural <input type="checkbox"/> Orderly <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

PROFICIENCIES

☒ Simple Weapons

- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

☒ Martial Weapons

- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

☒ Exotic Weapons

- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

☒ Tools Cooking utensils

- ☐ Tools \_\_\_\_\_
- ☒ Light Armor
- ☒ Medium Armor
- ☒ Heavy Armor
- ☒ Shields
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ Specialty Item
- ☐ \_\_\_\_\_

LANGUAGES

Common

(R W)

R W

R W

R W

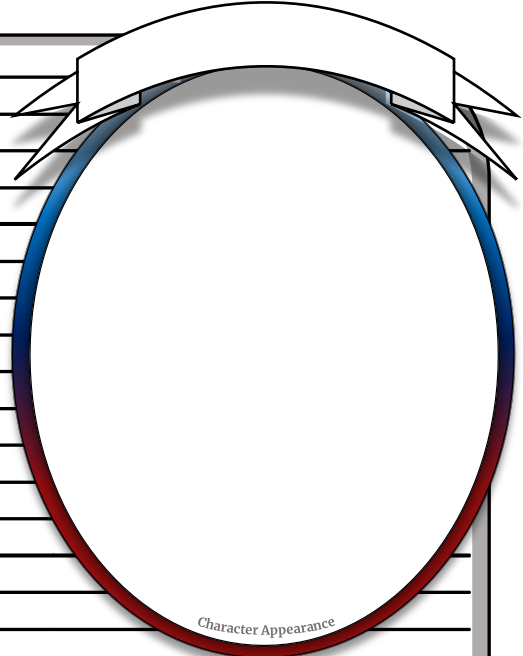
R W

R W

R W

R W

Age	Height	Weight
Eyes	Skin	Hair



Character Details

A necklace with an eye on it that blinks once  
Plot Item: per day.

TRAITS

Sleuth (Double ability modifier in Appraisal and Investigation)  
Unencumbered (+3 weight slot score)  
Aggressive (+5 damage on melee / +10 damage on first strike in melee)

R	C
R	C
R	C
R	C
R	C
R	C
R	C
R	C
R	C
R	C

PLAYER NAMES

CHARACTER NAMES


DISADVANTAGE TRAIT:

WORN GEAR	WEIGHT SCORE	EQUIPMENT	AMOUNT	WEIGHT SCORE	EQUIPMENT	AMOUNT	WEIGHT SCORE	CURRENCY
Half plate	5	Wanderer's Pack		2				CP
Steel pauldrons	3	Cooking Tools		1				SP
								GP 80
								PP
								GEMS
Bastard Sword / Warhammer/ Shortbow / Steel Shield	8							
				TOTAL WEIGHT SCORE →		19		
				STR ABILITY + SIZE MOD =		MAX WEIGHT		
				17		+3		20



# FIGHTER CLASS FEATURES

<u>Tier 1</u> Levels 1-5	<u>Tier 2</u> Levels 6-10	<u>Tier 3</u> Levels 11-15	<u>Tier 4</u> Levels 16-20
<input type="checkbox"/> Action Surge <input type="checkbox"/> Improved Battlecry <input type="checkbox"/> Knowledge Tactics <input type="checkbox"/> Opportunist <input type="checkbox"/> Remarkable Athlete <input type="checkbox"/> Second Wind I <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional Maneuver <input type="checkbox"/> Additional Maneuver <input type="checkbox"/> Additional Maneuver	<input type="checkbox"/> Armor Improvement I <input type="checkbox"/> Brutal Critical I <input type="checkbox"/> Cleave <input type="checkbox"/> Damage Reduction <input type="checkbox"/> Power Attack I <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional Maneuver <input type="checkbox"/> Additional Maneuver <input type="checkbox"/> Additional Maneuver	<input type="checkbox"/> Armor Improvement II <input type="checkbox"/> Brutal Critical II <input type="checkbox"/> Great Cleave <input type="checkbox"/> Nerves of Steel I <input type="checkbox"/> Power Attack II <input type="checkbox"/> Rally Cry <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional Maneuver <input type="checkbox"/> Additional Maneuver <input type="checkbox"/> Additional Maneuver	<input type="checkbox"/> Armor Improvement III <input type="checkbox"/> Brutal Critical III <input type="checkbox"/> Nerves of Steel II <input type="checkbox"/> Power Attack III <input type="checkbox"/> Second Wind II <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional Maneuver <input type="checkbox"/> Additional Maneuver <input type="checkbox"/> Additional Maneuver

Listed on the following page are your *CLASS FEATURE* options for your character.

You gain a *Class Feature* at every odd level. Since you are starting with a Level 3 character, you will select *TWO Class Features*. If you do not want to take one of the items listed below, you may choose to select one of these following traits:

- ☐ Class Skill
- ☐ Trained Skill
- ☐ Trait
- ☐ Additional Maneuver (point)



# Tier 1 Class Features

## Action Surge

The fighter may choose to push themselves over their normal limits for a moment. On the fighter's turn, they gain bonus  $\Delta$  equal to their total action point economy that must be used on their turn.

Once the fighter uses this ability, they must complete a short or long rest before it can be used again. At level 17, the fighter can use the *Action Surge* ability twice in a combat encounter but not twice on the same turn.

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## Improved Battlecry

The fighter cries out to an enemy they can see within 30ft., taunting it to fight. When the fighter would use the *Battlecry* maneuver to taunt an enemy, they now make an attack roll against the targeted creature's RC using the *Intimidate* or *Performance* skill. On a successful attack, the creature must focus all of their attacks on the fighter for the duration of combat, 10 minutes, or until either the fighter or the targeted creature drop to 0 hit points, whichever happens first.

A creature under the effects of the *Improved Battlecry* class feature is heavily unfavorably (-d10) when attacking any creature besides the fighter.

You must have the *Battlecry* maneuver in order for you to take *Improved Battlecry*.

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## Knowledge Tactics

The fighter has studied the ways of the battlefield, allowing them to expose the weaknesses of their enemies. On the fighter's turn, when they expend 1 $\Delta$ , they can request one piece of metaknowledge of an enemy within line of sight from the GM. Information may include the target's current hit points, AC, RC, attack bonus, or information about an ability or feature. If the GM chooses to withhold giving you information (Perhaps if it is pertinent to the plot of the story) the fighter gains an additional 1 $\Delta$  for their current turn. This class feature can only be used once per combat round.

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## Opportunist

The fighter's battle awareness allows them to make an opportunity attack as a free action with a melee weapon once per round whenever an adjacent enemy target leaves their threatened melee range.

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## Remarkable Athlete

The fighter has trained their body to a higher level of physical performance. Choose one *Physical*-based skill of your choice and gain proficiency in it.

Additionally, any medium or heavy armor worn no longer impedes your movement speed and all armor check penalties are reduced to -1.

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## Second Wind I

Beginning at 2nd level, the fighter can draw upon a pool of stamina for protection from harm. On the fighter's turn, they can expend 1 $\Delta$  to regain 1d12 + *Constitution* modifier in hit points.

Once the fighter uses this ability, they must complete a short or long rest before it can be used again.

The fighter must take *Second Wind I* in order for them to take *Second Wind II*.

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## ACTION POINT OPTIONS

Acrobatic movement (Flipping, sliding, etc.)	<b>+1Δ to normal movement</b>
Activating or adjusting an item or object	<b>1Δ</b>
Bull rushing	<b>+1Δ</b>
Burying an object	<b>1Δ (+1Δ per size category above Medium)</b>
Casting a spell	<b>1Δ+ (See spell description for Δ cost)</b>
Channeling divinity	<b>-</b>
Crafting an improvised object in combat	<b>1Δ</b>
Communication Skills	<b>-</b>
Consuming food, drink, or potion	<b>1Δ</b>
Controlling an independent mount	<b>1Δ</b>
Decryption / Inscription	<b>Out of combat only</b>
Defending	<b>1Δ+</b>
Disarming	<b>2Δ</b>
Disengaging from melee combat	<b>1Δ</b>
Drawing an item or weapon	<b>-</b>
Dropping an object	<b>-</b>
Falling prone	<b>-</b>
Fixing a broken object (Simple fix)	<b>2Δ</b>
Forging a signature or document	<b>2Δ</b>
Grappling (Escaping)	<b>3Δ</b>
Grappling (Initiating)	<b>2Δ</b>
Grasping an item or object while falling	<b>1Δ</b>
Infusing a potion	<b>1Δ</b>
Knowledge Skills	<b>-</b>
Lifting an object	<b>2Δ (+1Δ per size category above Medium)</b>
Lockpicking (during combat rounds)	<b>2Δ</b>
Medicine skill	<b>1Δ</b>
Melee or ranged attack (Not proficient)	<b>+1Δ to attack</b>
Melee or ranged attack (Proficient)	<b>2Δ</b>
Mounting and dismounting	<b>1Δ</b>
Movement	<b>1Δ</b>
Movement with a controlled mount	<b>-</b>
Moving up the Condition Tracker	<b>3Δ</b>
Offhand Weapon Attack	<b>2Δ</b>
Opening a heavy chest or door	<b>1Δ</b>
Operating a complex machine or vehicle	<b>2Δ</b>
Opportunity Attack	<b>1Δ</b>
Performance	<b>1Δ</b>
Physical skills	<b>1Δ+</b>
Pushing	<b>2Δ</b>
Rage	<b>1Δ</b>
Reloading	<b>1Δ</b>
Sensory Skills	<b>-</b>
Stealth (1/2 movement speed)	<b>1Δ</b>
Throwing a willing creature	<b>3Δ (+1Δ per size category above Medium)</b>
Throwing an unwilling creature (Must be grappled prior to throw)	<b>4Δ (+1Δ per size category above Medium)</b>
Tripping	<b>2Δ</b>
Tug-of-war	<b>2Δ (+1Δ per creature engaged with the object)</b>
Tying a rope	<b>1Δ</b>
Unarmed strike attack	<b>2Δ</b>
Using tools (Trained)	<b>1Δ</b>
Using tools (Untrained)	<b>2Δ</b>
Wielding an oversized weapon	<b>3Δ (+1Δ per size category above Large)</b>
Wild shape	<b>1Δ</b>