

1. Kin

1-4	Human
5-7	Halfling
8-9	Dwarf
10	Elf
11	Mallard
12	Wolfkin

2b. Profession Starting Gear

Artisan	"1-2 Warhammer (small), leather armor, blacksmith's tools, torch, flint & tinder, D8 food rations, D8 silver 3-4 Handaxe, leather armor, carpentry tools, torch, rope (hemp), flint & tinder, D8 food rations, D8 silver 5-6 Knife, leather armor, tanner's tools, lantern, lamp oil, flint & tinder, D8 food rations, D8 silver"
Bard	"1-2 Lyre, knife, oil lamp, lamp oil, flint & tinder, D6 food rations, D8 silver 3-4 Flute, dagger, rope (hemp), torch, flint & tinder, D6 food rations, D8 silver 5-6 Horn, knife, torch, flint & tinder, D6 food rations, D8 silver"

2b. Profession Starting Gear (cont)

Fighter	"1-2 Broadsword/battle axe/morning star, small shield, chainmail, torch, flint & tinder, D6 food rations, D6 silver 3-4 Short sword/handaxe/short spear, light crossbow, quiver, leather armor, torch, flint & tinder, D6 food rations, D6 silver 5-6 Long spear, studded leather armor, open helmet, torch, flint & tinder, D6 food rations, D6 silver"
Hunter	"1-2 Dagger, short bow, quiver, leather armor, sleeping pelt, torch, flint & tinder, rope (hemp), snare, D8 food rations, D6 silver 3-4 Knife, longbow, quiver, leather armor, sleeping pelt, torch, flint & tinder, rope (hemp), fishing rod, D8 food rations, D6 silver 5-6 Dagger, sling, leather armor, sleeping pelt, torch, flint & tinder, rope (hemp), snare, D8 food rations, D6 silver"

2b. Profession Starting Gear (cont)

Knight	"1-2 Broadsword/morning star, shield (small), plate armor, great helm, torch, flint & tinder, D6 food rations, D12 silver 3-4 Flail/warhammer (small), shield (small), chainmail, open helmet, torch, flint & tinder, D6 food rations, D12 silver 5-6 Short sword, lance, shield (small), chainmail, open helmet, combat trained horse, D6 food rations, D12 silver"
Mage	"1-2 Staff, orbuculum, grimoire, torch, flint & tinder, D6 food rations, D8 silver 3-4 Knife, wand, grimoire, torch, flint & tinder, D6 food rations, D8 silver 5-6 Amulet, grimoire, sleeping pelt, torch, flint & tinder, D6 food rations, D8 silver"
Mariner	"1-2 Dagger, short bow, rope (hemp), grappling hook, sleeping pelt, torch, flint & tinder, D8 food rations, D10 silver 3-4 Scimitar, leather armor, rope (hemp), grappling hook, torch, flint & tinder, D8 food rations, D10 silver 5-6 Trident, spyglass, rope (hemp), grappling hook, torch, flint & tinder, D8 food rations, D10 silver"



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2b. Profession Starting Gear (cont)

Merchant "1-2 Dagger, sleeping pelt, torch, flint & tinder, rope (hemp), donkey, D6 food rations, D12 silver 3-4 Knife, sleeping pelt, lantern, lamp oil, flint & tinder, field kitchen, donkey, cart, D6 food rations, D12 silver 5-6 Dagger, sleeping pelt, large tent, oil lamp, lamp oil, flint & tinder, backpack, D6 food rations, D12 silver"

Scholar "1-2 Staff, notebook, quill, sleeping pelt, torch, flint & tinder, D6 food rations, D10 silver 3-4 Knife, book (any subject), sleeping pelt, oil lamp, lamp oil, flint & tinder, D6 food rations, D10 silver 5-6 Short sword, bandages, sleeping poison (one dose), sleeping pelt, lantern, lamp oil, flint & tinder, D6 food rations, D10 silver"

Thief "1-2 Dagger, sling, rope (hemp), grappling hook, torch, flint & tinder, D6 food rations, D10 silver 3-4 Knife, lockpicks (simple), torch, flint & tinder, D6 food rations, D10 silver 5-6 Two daggers, marbles, rope (hemp), torch, flint & tinder, D6 food rations, D10 silver"

3. Roll Attributes

Roll 4d6 and drop the lowest, adding the three remaining together. Assign to whatever ability you want, just don't forget your profession's core attribute.

WIL is used to determine how many Willpower points you have, which are used to trigger your special abilities and spells

CON determines your starting Hit Points

Starting Willpower points is equal to your WIL score

Starting HP is equal to your CON score

4a. Starting Skill Levels

1-5	3
6-8	4
9-12	5
13-15	6
16-18	7

On your skills list, you will see the linked Attribute next to it, for example Acrobatics (AGL) means your based Acrobatics skill level is = to the Starting Skill Level for AGL.

Ex. You have an Agility of 15. Meaning any skill linked to AGL (agility) starts at a 6 (see table above).

Go ahead and fill out all the skills on the sheet, using this method.

5. Roll for Memento

Roll on Page 27 of the rulebook, or come up with an idea. Remember, they are very small items that take up negligible room, are non-magical, and are not valuable.

5. Roll for Memento (cont)

Optional: Weaknesses - you may give yourself a minor weakness, such as Gullible, Gluttonous, Kleptomaniac, reckless, fearful, etc. If you role play this weakness you gain an Advancement Mark at the end of the session

Mementos are small items that bring you comfort or let you recovery your focus. They are never magical, nor valuable (to anyone but you).

Once per game session, during a STRETCH rest (15 minutes) you can focus on your Memento to remove one condition

1a. Kin Special Abilities

Kin	Ability	Cost	Move Speed (meters)
Human	Adaptive - choose what Skill to use when rolling. DM must agreed	3WP	10
Halfling	Hard to Catch - when dodging, get a BOON on the EVADE roll	3WP	8
Dwarf	Unforgiving - Gain a BOON on the roll vs. anyone who has ever harmed you	3WP	8



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1a. Kin Special Abilities (cont)

Elf	Inner Peace - Meditate for a Stretch Rest, doing NOTHING else. Gain +1d6 bonus WP and +1d6 HP and clear a condition. You are unresponsive during meditation	None	10
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Mallard	Ill-tempered - Gain a BOON on a SKILL roll. You must take the ANGERED condition if you don't have it already. Cannot use this ability on an INT-based check	3WP and gain ANGRY condition if you don't have it	8
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Webbed Feat - gain a BOON on SWIMMING rolls	None
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1a. Kin Special Abilities (cont)

Wolfkin	Hunting Instinct - Designate a creature you can see or smell as your prey. This counts as an action. You can follow their scent all day, and for an additional 1WP when making an attack on prey, gain a BOON	12
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3a. Damage Bonuses and Movement Adjustments

STR/AGL	Bonus
<= 12	No bonus
13-16	+1d4
17-18	+1d6

Your STR is used to determine your MELEE bonus, while AGL is for your RANGED bonus.

Your Movement is modified by your Agility.
 AGL 1-6 = -4 movement penalty
 AGL 7-9 = -2 penalty
 AGL 10-12 = No change
 AGL 13- 15 = +2 Move bonus
 AGL 16-18 = +4 bonus

4. Roll Age

Roll	Age	Skill options	Adjustments
1-3	Young	6 profession + 2 of any choice	AGL and CON +1
4-5	Adult	6 profession + 4 of any choice	None
6	Old	6 prof. and 6 of any choice	STR, AGL, CON all at -2, INT and WIL get +1

4b.. Assign professional skills

Profession Skills	Each profession has a collection of skills you can choose to make "trained" skills. Typically, it's 6. Go through and upgrade six profession skills so that they are double their base skill rating.
Free choice skills	Your age determines how many "free" skills you get that are not linked to your profession. For example, a Young PC will get 2 bonus skills, while an old adventurer gets 6. You can choose any skills, professional or not, but NOT skills you already trained. These additional skills get their base skill rating doubled



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2. Professions (1d10 roll)

1	Artisan
2	Bard
3	Fighter
4	Hunter
5	Knight
6	Mage
7	Mariner
8	Merchant
9	Scholar
10	Thief

2a. Profession Abilities

Profession	Core Attribute	Skill Choices	Heroic Ability
Artisan	STR	Axes, Brawling, Crafting, Hammers, Knives, Sleight of Hand, Spot Hidden, Swords	Master Blacksmith, Master Carpenter or Master Tanner - all require CRAFTING skill of 12
Bard	CHA	Acrobatics, Bluffing, Evade, Knives, Languages, Myths & Legends, Performance, Persuasion	Musician (req: Performance 12)
Fighter	STR	Axes, Bows, Brawling, Crossbows, Evade, Hammers, Spears, Swords	Veteran (req a Weapon skill of 12)

2a. Profession Abilities (cont)

Hunter	AGL	Acrobatics, Awareness, Bows, Bushcraft, Hunting & Fishing, Knives, Slings, Sneaking	Companion (req. Hunt & Fish 12)
Knight	STR	Beast Lore, Hammers, Myths & Legends, Performance, Persuasion, Riding, Spears, Swords	Guardian - requires AXES, HAMMERS, or SWORDS skill of 12

2a. Profession Abilities (cont)

Mage	WIL	"♦ Animist Skills: Animism, Beast Lore, Bushcraft, Evade, Healing, Hunting & Fishing, Sneaking, Staves ♦ Elemental Skills: Elementism, Awareness, Evade, Healing, Languages, Myths & Legends, Spot Hidden, Staves ♦ Mentalist Skills: Mentalism, Acrobatics, Awareness, Brawling, Evade, Healing, Languages, Myths & Legends"	Magic
Mariner	AGL	Acrobatics, Awareness, Hunting & Fishing, Knives, Languages, Seamanship, Swimming, Swords	Sea Legs - Swim of 12



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2a. Profession Abilities (cont)

Merchant	CHA	Awareness, Bartering, Bluffing, Evade, Knives, Persua- sion, Sleight of Hand, Spot Hidden	Treasure Hunter - req. Bartering of 12
Scholar	INT	Awareness, Beast Lore, Bushcraft, Evade, Healing, Languages, Myths & Legends, Spot Hidden	Intuition - requires MYTH & LEGENDS skill of 12
Thief	AGL	Acrobatics, Awareness, Bluffing, Evade, Knives, Sleight of Hand, Sneaking, Spot Hidden	Backstab - requires KNIVES of 12



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