

# COMBAT EXAMPLE



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# COMBAT EXAMPLE

## INTRODUCTION

The purpose of this document is to give you an example of a combat between multiple characters & creatures, so that when you are GMing or Playing Novus 2e in the future, you have at least a basic understanding of what happens.

For this example, we are going to use 4 of the Pre-Generated Characters that we have released in our Quick Start Adventure and 4 creatures of roughly the same potential strength.

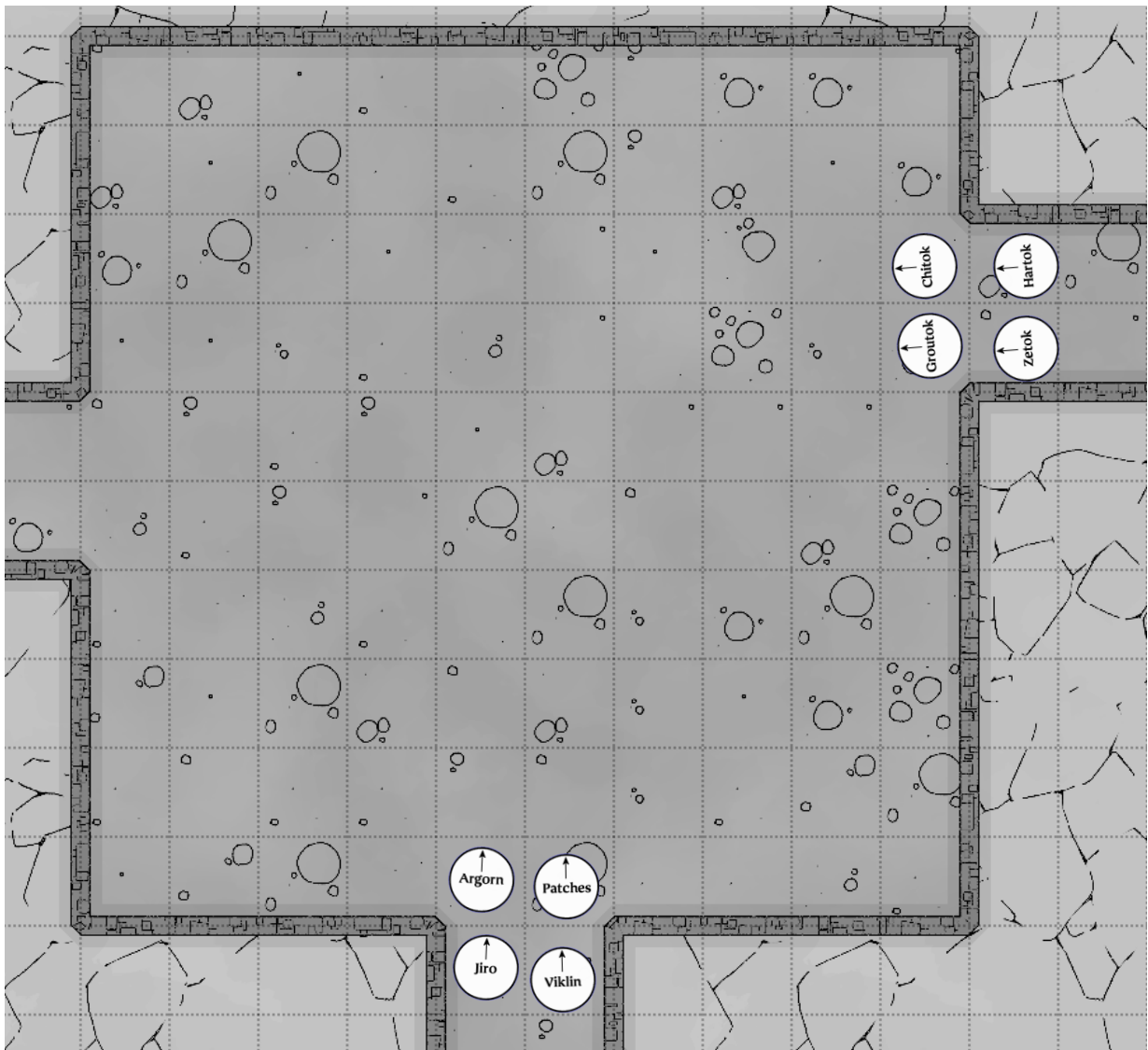
## THE COMBATANTS

For the Pregenerated Characters (PCs), we will be using are Argorn, a Verdyri (Wood Elf) Scout; Jiro, a Zhuan (Human) Bounty Hunter; Patches, a Dvargr (Dwarven) Rogue; and Viklin, an Aeshi (Dwelf) Monk. The PCs have left most of their gear at their camp, under the watchful eye of a hireling brought along specifically for that purpose.

Patches wears reinforced leather armor and carries a broadsword and a normal shield. Jiro wears soft leather armor with reinforced leather bracers and greaves. He carries a bastard sword, and a buckler type of shield. Argorn wears soft leather armor with reinforced leather bracers and greaves. And carries a small shield along with his rapier. And Viklin wears normal clothing with no armor other than a set of reinforced leather bracers. He is using his Meteor Hammer for this combat.

For our Foes, we have our four Kobold warriors; Groutok, Zetok, Hartok, and Chitok. They are all brothers and each has their own little quirks. Groutok carries a Smallsword, and his 3 brothers all carry short spears. All four of them are wearing soft leather armor and have small shields. All four also have Hand Crossbows out and at the ready.

At the end of the Example, we have included a Stat Blocks for each Kobold, and Pregen Characters (PCs).



## COMBAT EXAMPLE

The PCs are exploring the underground ruins of an old monastery looking for lost treasures. Our foes, the Kobold quartet, are exploring the ruins in order to scout it out as a potential lair for the tribe.

One thing that makes the underground chambers of these ruins unusual is that there are crystals embedded in the walls, up near the ceiling that give off a glow, allowing the entirety of the complex to be bathed in a soft light. Attempts to remove the crystals have always ended in the destruction of the crystal once it was removed.

For both groups, this means that there is no need for torches or lanterns and that there are no shadows to give either group away. Additionally, there seems to be a hush over the entire complex. Small noises and conversational tones tend to not travel very far at all, making the place ideally suited for meditation. After all, it used to belong to a monastery.

I have set things up this way to make it simpler for myself as I want to focus on the actual combat, not on aspects that might detract from that.

## ROUND 1

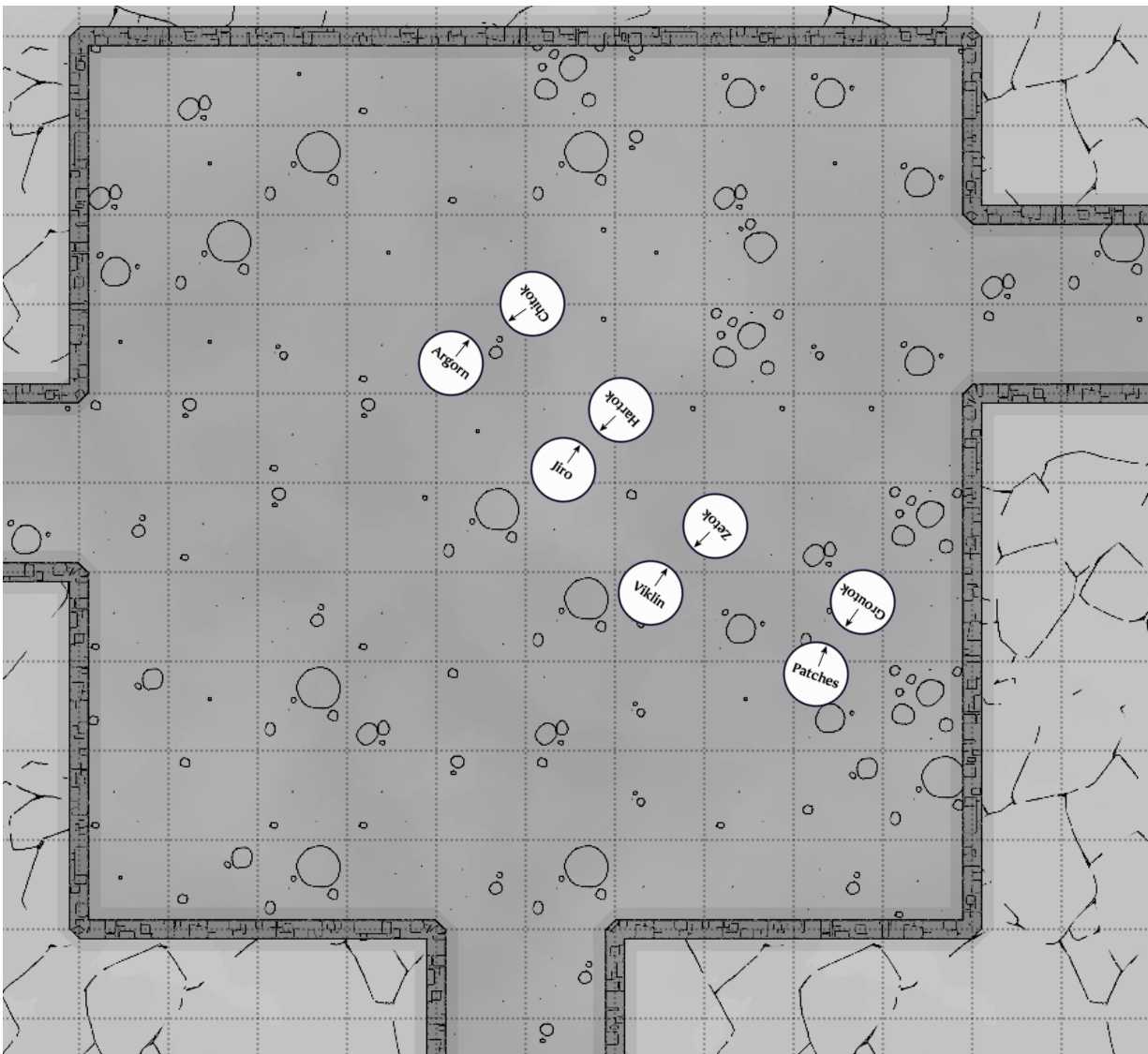
For the first round, we have both groups entering this chamber (50' x 50') from different directions. Our first task is to check for surprise (since neither group knows about the other).

### CHECK FOR SURPRISE

As per the core rules, we have each group make a single roll using the highest Perception score among each group.

The PCs roll an 11, and with their bonus of +5, that gives a total of 16. The Kobolds roll a 9, and with their Perception bonus of +7, that gives them a total bonus of 16 as well.

Since the Target Number for a standard roll 15, both sides are successful, but not overly so. Thus, according to the core rules, neither suffers from Surprise.



## PHASE 1 – ROLL INITIATIVE

**Argorn:** Init of 6 plus a Lightning Reflexes (+3 Init) plus a roll of 10 give a total of 19. His Rapier gives him a +2 to Initiative giving him a final total of 21 while using his Rapier.

**Jiro:** Init of 6 plus a roll of 12 for a total of 18. Jiro will be attacking with his Bastard Sword, which has a -1 Initiative modifier, giving him a final Initiative of 17.

**Patches:** Init of 5 plus a roll of 5 for a total of 10.

**Viklin:** Init of 6 plus a roll of 18 for a total of 24.

**Groutok:** Init of 5 plus a roll of 14 for a total of 19. His Smallsword gives him a +2 to Initiative for a final total of 21 while using it.

**Hartok:** Init of 5 plus a roll of 10 for a total of 15.

**Chitok:** Init of 5 plus a roll of 11 for a total of 16.

**Zetok:** Init of 5 plus a roll of 8 for a total of 13.

Since we have 2 combatants going on the same Initiative Point, we need to determine which of the two are resolved first. We start by comparing Speed, and they are tied for that, so we check Dex, and since they are tied for that, we roll a 1d10 for each. Argorn gets an 8, and Groutok gets a 6, so Argorn goes first.

This gives us a final initiative order of the following

**Viklin:** 24

**Argorn:** 19 (21 actual)

**Groutok:** 19 (21 actual)

**Jiro:** 18 (17 actual)

**Chitok:** 16

**Hartok:** 15

**Zetok:** 13

**Patches:** 10

## PHASE 2 – DECLARE ACTIONS

To avoid confusion, I am not going to give the players of the specific characters names, just treat them as if they are the ones declaring their actions.

Also, actions are declared in reverse initiative order, so that the slower characters declare first, then the faster ones. This represents the fact that the faster ones are able to better assimilate what is going on, and can thus react to what the others are doing.

The Players of the PCs have their own little routine, which they like to follow, and that is that they spread out to give each other some room while each focusing on a different foe if the numbers allow for it.

The GM rules that all character may draw their weapons while moving into position.

**Patches:** Patches spends a Half Action (2 Action Points) moving up to his foe and then makes a Basic Attack with his other 3 Action Points (AP).

**Zetok:** He will also spend a Half Action moving and then make a Basic Attack with his Short Spear.

**Hartok:** will also spend a Half Action moving and then make a Basic Attack with his Short Spear.

**Chitok:** will also spend a Half Action moving and then make a Basic Attack with his Short Spear.

**Jiro:** Jiro will also spend a Half Action moving into position and then spend the remainder of his Actions making an attack with his Bastard Sword.

**Groutok:** Groutok heads for the Dwarf, drawing his Smallsword. He uses a Half Action to move and then attacks with his remaining 3 AP.

**Argorn:** Argorn spends a Half Action to move into position and then used his remaining 3 AP to attack with his Rapier.

**Viklin:** Spends 2 AP to move into position while drawing his Meteor Hammer, and then he will use 1 AP to use/maintain his Kuo Sho style. He will then use his remaining 2 AP to make a Strike attack using his Weapon Kata with his Meteor Hammer.

## PHASE 3 – RESOLVE ACTIONS

A round is a very short period of time and everything is considered to be happening simultaneously. Our Initiative numbers are there to impose a little order to the overall chaos of a combat. Since everybody is moving, and roughly the same distances as part of their actions, we can easily stipulate that they reach each other quite easily and roughly at the same time.

Thus, our resolutions will concern only the other declared actions, and as always, resolution is handled from the highest Initiative to the lowest.

**Note:** All damage except for Bleeding and the various levels of Stun apply immediately and thus can affect actions. Bleeding and Stuns are handled during the Upkeep Phase.

**Viklin:** Viklin is using his Weapon Kata for the Meteor Hammer. The Strike attack adds +2 to his Initiative, which has no effect on the resolution. He rolls a 14 for his attack, along with his Attack Bonus (AB) of 8 and he gets an additional +2 to his attack since Zetok has a shield, and that gives a total attack roll of 24. His foe, Zetok has a DT of 21, so he hits. The Strike has does 6 Hits plus 3 Hits from the Meteor Hammer plus 2 Hits from his Kuo Sho style ability plus 3 Hits of Scaled Damage for a total of 14 Hits minus the 4 AR for a final total of 10 Hits of Damage. Checking this damage against the Critical Thresholds shows that he has done a Crit IV on Zetok. Since this was a Martial Arts attack, Viklin Staggers Zetok for 2 round, and does a Major Wound (which gives him a -2 to all actions) and it also deals a -2 penalty on its own. As always, we only apply the bigger penalty (from Wounds or Other Sources, but since it is the same either way at this point, it does not matter.

**Argorn:** Attacking with his Rapier, Argorn rolls an 11. Adding in his 8 AB gives us a total of 19, a miss.

**Groutok:** Groutok, facing off against Patches rolls a 13 and adding in his 8 AB gives a total of 21. Patches has a DT of 21, so Groutok's attack hits, just barely. He deals 6 Hits with his attack, but Patches has an AR of 12, so his armor has held up and deflected the attack.

**Jiro:** Jiro is attacking Hartok, He rolls a 15 for his attack. With his AB of 9, this gives him a total attack roll of 24, which beats Hartok's DT of 21, a Hit! Since he is using his Bastard Sword one handed, he deals 9 Hits plus 3 Hits of Scaled Damage for a total of 12 Hits. After subtracting Hartok's AR of 4, this gives a final total of 8 Hits, which also breaks the Critical Threshold for a Crit III against Hartok. Since Jiro was slashing, he does 1 point of Bleeding Damage and 1 Minor Wound, which provides a -1 to all actions.

**Chitok:** Chitok rolls a Fumble (a 2), so obviously his attack missed. Looking on page 99 of the core rules, we see that Chitok earns 1 Snag Point, which is doubled since this is a Fumble. We then use this as a modifier for a random roll on the Combat Snag table. The roll is a 9, with his +2 modifier makes it look like Chitok was trying some new form of dance. He ends up Dazed for 1 round. Chitok also earns a Fate Point from this, which he can use later on in this combat if he wishes.

**Hartok:** Hartok rolls a 7, which gives him a total of 13 for his attack roll after adding in his 7 AB and his -1 from his Minor Wound. This is a big miss against Jiro as Hartok's Short Spear does not even come close to him.

**Zetok:** Zetok has a -2 to his attack roll from the damage Viklin dealt earlier. He rolls a 5, and with his 7 AB, that gives him a total of 10. Since this is 10 points below Viklin's DT, it means that it was a Failure, and checking the Snag Point table that is enough to earn 1 Snag Point. He gets a total of 11 (roll of 10 + 1 Snag Point) on the Combat Snag table, so he will be Dazed for 1 round as well.

**Patches:** Patches stabs at Groutok and he rolls a natural 20. This is called a Super Nova Roll. Patches earns 5 Fate Points from this, and the roll is treated as if he rolled a 40, adding in his 8 AB gives



us a total of 48 for the attack. This is 27 points higher Groutok's DT of 21. Now, the Broadsword that Patches is using does 10 Hits, which means that he will do a maximum of another 20 Hits of Scaled Damage, for 30 Hits total. After we subtract 4 Hits from Groutok's AR, that gives us a total of 26 Hits. When checking for Criticals, this gives us a Crit VI. This means that Groutok must make a Stamina Save. Groutok rolls a 9 and after we add in his Stamina bonus of +3 that gives us a total of 12, which is less than the 15 needed for a standard Save. Groutok is dead due to Patches neatly stabbing him through the heart.

#### PHASE 4 – UPKEEP PHASE

In this phase, we take care of any upkeep that needs to be done, such as bleeding and stuns. We will go through each character in initiative order to keep things simple.

**Viklin:** No damage received

**Argorn:** No damage received, but a little frustrated that he failed to hit Chitok

**Groutok:** Dead

**Jiro:** No Damage received.

**Chitok:** He is Dazed in the next round. This means that he will be limited to a Half Action and a Snap Action, and is not able to attack at all.

**Hartok:** He is Bleeding 1 Hit per round and has received a Minor Wound. This puts him at -1 for the next round and after the point from Bleeding has been subtracted, he is down a total of 9 Hits.

**Zetok:** He is Staggered for the next 2 rounds and then Dazed for 1 round after that. He is at -2 from the damage he took and he has also taken a Major wound, which also gives a -2. However since you only apply the highest penalty (from Wounds or Other Sources), he will be at -2. While Staggered, he is limited to only a Snap Action each round.

**Patches:** Patches is unharmed and a bit smug at killing Groutok

## ROUND 2

Since we already have rolled Initiative for the Combat, We can skip Phase 1, and move directly to Phase 2. As a reminder, our Initiative Points (IP) are as follows:

**Viklin:** 24

**Argorn:** 19 (21 actual)

**Groutok:** Dead

**Jiro:** 18 (17 actual)

**Chitok:** 16

**Hartok:** 15

**Zetok:** 13

**Patches:** 10

#### PHASE 2 – DECLARE ACTIONS

**Patches:** Patches will step forward and attack Zetok from the flank.

**Zetok:** After just seeing his brother die, Zetok declares that he will run, since he is Staggered and cannot do much else.

**Hartok:** Hartok says he spend a Half Action to Disengage from Melee, and then turn and Using a Standard Action once far enough away from Jiro.

**Chitok:** He will also spend a Half Action to Disengage from Melee, and then use his last Snap Action to run.

**Jiro:** He will allow Hartok to escape without attacking, since he is not getting paid a bounty on him.

**Argorn:** He will also allow his foe to escape.

**Viklin:** He is going to complete his attack against Chitok, again using his weapon Kata. Viklin really hates Kobolds a lot.

#### PHASE 3 – RESOLVE ACTIONS

**Viklin:** Viklin rolls an 8 and he gets a +2 since Chitok is using a Shield, and his AB is also 8, for a total attack of 18, a miss.

**Argorn:** Seeing what his foe is trying to do, Argorn makes a stab towards his foe, but not far enough to connect, just enough to spur him towards greater speed.

**Jiro:** Jiro also slashes at his foe in an effort to get him moving and running for the hills.

**Chitok:** Chitok disengages, and then turns and runs.

**Hartok:** Hartok continues to Disengage and once far enough away, he turns and runs.

**Zetok:** Zetok squeals in terror and then turns and runs. This opens him up for an Opportunity Attack from Patches.

**Patches:** Patches decides to spend 2 Fate Points to do double his Base Damage (20 points instead of 10), and rolls for his attack. He gets a 17 and a +4 from attacking from the rear as Zetok tries to flee, and his AB of 8 gives him a total of 29. The GM rules that since Zetok is fleeing, he loses 2 points of DT from his shield, so that makes his DT for this attack be 19. A strong hit, Patches delivers 20 hits plus another 10 hits of Scaled Damage, minus 4 AR gives 26 Hits total. Since Zetok already lost 8 Hits, he only had 12 left. This blow kills him as well. And since the attack roll was more 10 or more points higher than what was needed to hit, Patches earns another Fate Point from it.

#### PHASE 4 – UPKEEP PHASE

Since the remaining 2 Kobolds have fled and the PCs are not inclined to chase them, the combat is over and none of the PCs have been hurt at all.

**GROUTOK****(Kobold Warrior) 100**

<b>Hits:</b>	20	<b>Wounds:</b> 3/1/1			
<b>DT (AR):</b>	21 (4)	<b>CrTs:</b> 3/5/7/9/11/13			
<b>Init:</b>	5	<b>Move:</b>	10'	<b># Enc:</b>	1
<b>Chr: 1 Con: 1 Dex: 3 Int: 3 Res: 2 Spd: 3 Str: 1 Wis: 2</b>					
<b>Aura</b>	<b>Insight</b>	<b>Might</b>	<b>Reflex</b>	<b>Stam.</b>	<b>Will</b>
3	5	3	6	3	5
<b>Attacks:</b> 8 Smallsword (6); 8 Dagger (3); Hand Crossbow (6; RI 50'); 7 Claws (4)					
<b>Skills:</b> Perception 7, Stealth 10 (+2 Outdoors), Track 7					
<b>Equipment:</b> Soft Leather (+3AR), Small Shield (+2 DT)					

**ZETOK****(Kobold Warrior) 100**

<b>Hits:</b>	20	<b>Wounds:</b> 3/1/1			
<b>DT (AR):</b>	21 (4)	<b>CrTs:</b> 3/5/7/9/11/13			
<b>Init:</b>	5	<b>Move:</b>	10'	<b># Enc:</b>	1
<b>Chr: 1 Con: 1 Dex: 3 Int: 3 Res: 2 Spd: 3 Str: 1 Wis: 2</b>					
<b>Aura</b>	<b>Insight</b>	<b>Might</b>	<b>Reflex</b>	<b>Stam.</b>	<b>Will</b>
3	5	3	6	3	5
<b>Attacks:</b> 7 Short Spear (6); 8 Dagger (3); Hand Crossbow (6; RI 50'); 7 Claws (4)					
<b>Skills:</b> Perception 7, Stealth 10 (+2 Outdoors), Track 7					
<b>Equipment:</b> Soft Leather (+3AR), Small Shield (+2 DT)					

**HARTOK****(Kobold Warrior) 100**

<b>Hits:</b>	20	<b>Wounds:</b> 3/1/1			
<b>DT (AR):</b>	21 (4)	<b>CrTs:</b> 3/5/7/9/11/13			
<b>Init:</b>	5	<b>Move:</b>	10'	<b># Enc:</b>	1
<b>Chr: 1 Con: 1 Dex: 3 Int: 3 Res: 2 Spd: 3 Str: 1 Wis: 2</b>					
<b>Aura</b>	<b>Insight</b>	<b>Might</b>	<b>Reflex</b>	<b>Stam.</b>	<b>Will</b>
3	5	3	6	3	5
<b>Attacks:</b> 7 Short Spear (6); 8 Dagger (3); Hand Crossbow (6; RI 50'); 7 Claws (4)					
<b>Skills:</b> Perception 7, Stealth 10 (+2 Outdoors), Track 7					
<b>Equipment:</b> Soft Leather (+3AR), Small Shield (+2 DT)					

**CHITOK****(Kobold Warrior) 100**

<b>Hits:</b>	20	<b>Wounds:</b> 3/1/1			
<b>DT (AR):</b>	21 (4)	<b>CrTs:</b> 3/5/7/9/11/13			
<b>Init:</b>	5	<b>Move:</b>	10'	<b># Enc:</b>	1
<b>Chr: 1 Con: 1 Dex: 3 Int: 3 Res: 2 Spd: 3 Str: 1 Wis: 2</b>					
<b>Aura</b>	<b>Insight</b>	<b>Might</b>	<b>Reflex</b>	<b>Stam.</b>	<b>Will</b>
3	5	3	6	3	5
<b>Attacks:</b> 7 Short Spear (6); 8 Dagger (3); Hand Crossbow (6; RI 50'); 7 Claws (4)					
<b>Skills:</b> Perception 7, Stealth 10 (+2 Outdoors), Track 7					
<b>Equipment:</b> Soft Leather (+3AR), Small Shield (+2 DT)					



# JIRO

(ZHUAN/RURAL/BOUNTY HUNTER) (100)

<b>Hits:</b> 36	<b>Wnds:</b> 6/4/2	<b>CrTs:</b> 6/8/10/12/14/16
<b>DT:</b> 20	<b>AR:</b> 6	<b>Move:</b> 10' <b>Fate Pts:</b> 3
<b>Primary Stats:</b>		<b>Secondary Stats:</b>
<b>Chr:</b> 2	<b>Res:</b> 2	<b>Aura:</b> 4 <b>Reflexes:</b> 8
<b>Con:</b> 4	<b>Spd:</b> 4	<b>Init:</b> 6 <b>Stamina:</b> 6
<b>Dex:</b> 4	<b>Str:</b> 4	<b>Insight:</b> 4 <b>Will:</b> 4
<b>Int:</b> 2	<b>Wis:</b> 2	<b>Might:</b> 6 <b>Lift:</b> 300 lbs
<b>Skills:</b> (stats not added)		<b>Attacks:</b> (stats already added)
Archery	2	9 Bastard Sword (9, 3AP, -1 init)
Blades (Heavy Blades)	5	(2h: 11, 3AP, -1 init)
Bludgeoning (Clubs)	2	6 Baton (6, 2AP, +4 init)
Crafts (Herbalist)	2	4 Short Bow (6, 2AP, +2 init, RI 50)
Crafts (Trap-Making)	2	7 Jab (6, 2AP, +2 init)
Crafts (Woodcarving)	1	7 Kick (7, 3AP, -1 init)
Foraging (Forests)	3	3 RP (7, -2 init, 3AP)
Gimmickry	3	7 Strike (Punch) (6, 2AP, +2 init)
Healing	1	7 Takedown (7, 3AP)
Influence (Trading)	1	<b>Skills (continued):</b>
Martial Arts (Boxing)	3	Survival (Forests) 2
Perception	4	Tracking 4
Riding (Horses)	2	Trickery 1
Stealth	4	Two-Handed (Great Blades) 5
<b>Size:</b> 5'0" tall, 175 lbs		
<b>Special Skills &amp; Abilities:</b>		
<ul style="list-style-type: none"> <li>• <b>Darkvision:</b> 30' (see core rules for details)</li> <li>• <b>Destiny Sense:</b> Spend Full Action contrating to know direction to goal. No sense of distance or obstacles.</li> <li>• <b>Judge of Arms:</b> Know pluses/minuses or magical abilities of any weapon or armor that he touches.</li> <li>• <b>Waylaying:</b> May knock foe unconscious for 1d10 minutes if they fail their Stamina Save (TN 20); requires using blunt or heavy weapon (blackjack, club, mace, etc.); Must attack from behind and/or with surprise; attack deals 2x Base Damage &amp; no Scaled Damage; Helms provide bonus to Save.</li> <li>• <b>Boxing Combat Moves:</b> description <ul style="list-style-type: none"> <li>• <b>Jab:</b> No Scaled Damage</li> <li>• <b>Quickfire Attack:</b> This Comat Move allows the character to gain +1 to their Init in exchange for each -1 to their AB for their attack this round, up to max ranks in Boxing. This Move can be used with any Strike or Kick attack.</li> <li>• <b>Roundhouse Punch (RP):</b> Double amount of Scaled Damage (SD) after figuring it. It may exceed normal SD limits.</li> <li>• <b>Takedown:</b> On successful attack, both character &amp; foe are prone. Foe makes Stamina Save or be Stunned (Dazed, Shaken if fail by 3+, Staggered if failed by 5+). Increase Save TN by trading 2 pts Scaled Dmg for each +1 to TN.</li> <li>• <b>Unarmed Block:</b> The character uses his AB to make a Save against the incoming attack. The TN of this Save is 10 + the foe's Attack Bonus (AB). Success means that the character takes no damage. Failing this Save means that the character takes damage normally. This Combat Move is also known as an Interrupt, meaning that it can be used as an Abort Action.</li> </ul> </li> </ul>		

## Equipment:

- **Tools of the Trade:**
  - Bastard Sword
  - Baton
  - Short Bow (& Quiver with 20 arrows)
  - Soft Leather Armor and Helm
  - Reinforced Leather Bracers & Greaves
  - Buckler
- **Standard Pack:**
  - 50' of Superior Rope
  - 2 weeks of iron rations
  - 1 small steel mirror
  - 1 waterskin (filled with water)
  - 1 flask of oil (padded)
  - 1 small lantern
  - 1 set of Flint & Steel
  - 1 Bedroll
- **At Belt Items:**
  - Equipment belt
  - 2 belt pouches
  - 1 Dagger
- **Clothing:**
  - Cloak
  - Soft Leather boots
  - extra set of clothing (not including outfit worn)
- **Money:**
  - 3 silver pieces
  - 4 bronze pieces
  - 6 copper pieces
- **Languages:**
  - Common
  - Elvish

Jiro grew up in Utara, a small kingdom in the southwestern section of Tir Tuath on Anwyn. Unlike other humans, he he always been able to see in the dark. That and his uncanny ability to find things that he was looking for brought him to the notice of a local Bounty Hunter.

This man arranged for Jiro to be his apprentice and together they were able to apprehend quite a few wanted criminals. It was during this time that Jiro was exposed to the northen culture found in Cymbri, and found it fascinating. So much so that he took up Boxing, rather than the Wushu of his native land. His mentor recently retired and Jiro has struck out on his own, eventually finding and joining a small group of like-minded people looking for adventure.

## NOTES:

### DAMAGE TAKEN

HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
	ROUNDS OF STUN		
	STAGGERED	SHAKEN	DAZED

## PATCHES

(DVARGR/URBAN:LOWER/ROGUE) (100)

<b>Hits:</b> 44	<b>Wnds:</b> 7/5/3	<b>CrTs:</b> 7/9/11/13/15/17
<b>DT:</b> 21	<b>AR:</b> 12	<b>Move:</b> 10' <b>Fate Pts:</b> 3
<b>Primary Stats:</b>		<b>Secondary Stats:</b>
<b>Chr:</b> 1	<b>Res:</b> 2	<b>Aura:</b> 3 <b>Reflexes:</b> 6
<b>Con:</b> 5	<b>Spd:</b> 3	<b>Init:</b> 5 <b>Stamina:</b> 7
<b>Dex:</b> 3	<b>Str:</b> 4	<b>Insight:</b> 4 <b>Will:</b> 4
<b>Int:</b> 2	<b>Wis:</b> 2	<b>Might:</b> 6 <b>Lift:</b> 300 lbs
<b>Skills:</b> (stats not added)		<b>Attacks:</b> (stats already added)
Archery (Crossbows)	5	8 Broadsword (10, 3AP)
Athletics	3	8 Dagger (6, 2AP, +4 init)
Blades (Heavy & Short)	5	7 Light Crossbow (8, 2AP, RI 50)
Crafts (Leatherworking)	3	<b>Skills (continued):</b>
Crafts (Blacksmith)	1	Riding (Horses) 3
Foraging (Forests)	2	Stealth 5
Gimmickry	3	Streetwise 3
Healing	1	Survival (Forests) 1
Influence (Trading)	1	Thievery 3
Lore (Local City)	2	Trickery 3
Perception	5	
<b>Size:</b> 5'0" tall, 210 lbs		
<b>Special Skills &amp; Abilities:</b>		
<ul style="list-style-type: none"> <li>• <b>Darkvision:</b> 30' (see core rules for details)</li> <li>• <b>Stone Sense:</b> All perceptions rolls involving the gathering of information about stone objects (slopes, dangerous stone work, secret doors, traps, etc.) gain a +3 modifier</li> <li>• <b>Like a Rock:</b> Receives a -2 to all swimming rolls</li> <li>• <b>Natural with Armor:</b> Has no negative modifiers for armors that he is trained in (Soft &amp; Reinforced Leather)</li> <li>• <b>Tough Skin:</b> The character has extremely tough, leathery skin that grants him +4 to his AR, already added in</li> <li>• <b>Shield Training:</b> Gains +1 with Normal Shields, added in</li> </ul>		

Patches was born to a set of normal Dwarven parents who worked in the Human city of Hyb Rasil, capital of Cymbri, on the western coast of the Tir Tuath region of Anwyn. They were killed by a deranged madman who broke into thier house. The young Dwarf was soon tossed out into the street. He had to learn how to steal to survive.

One night he broke into an alchemist's shop and during the course of his attempt to steal money for food, he knowcked over a rack of chemicals. They splashed all over him and knocked him out. He barely survived, the chemicals left his skin a blotchy patchwork of random colors, thus his name of Patches.

The alchemist nursed him back to health and then made him work off his debt for the destroyed chemicals by doing odd jobs and guarding his shop against other intruders. The alchemist also provided room and meals, but no actual pay, until he paid off what he owed.

Once he was out of debt, he went to work for a friend of the alchemist, who lead a trading caravan. One one such trip, Patches met a group of adventurers and decided to travel with them for a while.

**Equipment:**

- **Tools of the Trade:**

- Reinforced Leather Armor, Helm, Bracers, & Greaves
- Normal Shield
- Broadsword
- Light Crossbow (& quiver with 20 bolts)
- Lockpicks

- **Standard Pack:**

- 50' of Superior Rope
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled with water)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

- **At Belt Items:**

- Equipment belt
- 2 belt pouches
- 1 Dagger

- **Clothing:**

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

- **Money:**

- 6 silver pieces
- 9 bronze pieces
- 6 copper pieces

- **Languages:**

- Common
- Dwarven

## NOTES:

## DAMAGE TAKEN

HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
	ROUNDS OF STUN		
	STAGGERED	SHAKEN	DAZED

## ARGORN

(VERDYRI/SYLVAN/SCOUT) (100)

<b>Hits:</b> 38	<b>Wnds:</b> 3/2/1	<b>CrTs:</b> 3/5/7/9/11/13
<b>DT:</b> 19	<b>AR:</b> 6	<b>Move:</b> 10' <b>Fate Pts:</b> 3
<b>Primary Stats:</b>		<b>Secondary Stats:</b>
<b>Chr:</b> 3	<b>Res:</b> 1	<b>Aura:</b> 6 <b>Reflexes:</b> 6
<b>Con:</b> 2	<b>Spd:</b> 3	<b>Init:</b> 6 <b>Stamina:</b> 3
<b>Dex:</b> 3	<b>Str:</b> 3	<b>Insight:</b> 6 <b>Will:</b> 4
<b>Int:</b> 3	<b>Wis:</b> 3	<b>Might:</b> 4 <b>Lift:</b> 200 lbs
<b>Skills:</b> (stats not added)		<b>Attacks:</b> (stats already added)
Acrobatics	3	8 Rapier (9, 3AP, +2 init)
Archery (Bows)	5	8 Dagger (5, 2AP, +4 init)
Athletics	3	8 Long Bow (9, 2AP, RI 70)
Blades (Light & Short)	5	<b>Skills (continued):</b>
Crafts (Herbalist)	5	
Crafts (Tanner)	1	
Foraging (Forests)	3	
Healing	1	
Magecraft	1	
Magelore (Herbals)	2	
<b>Size:</b> 5'8" tall, 135 lbs		
<b>Special Skills &amp; Abilities:</b>		
<ul style="list-style-type: none"> <li>• <b>Nightvision:</b> 500' (see core rules for details)</li> <li>• <b>Enhanced Perception:</b> +2 to all Perception rolls (added in)</li> <li>• <b>Enhanced Hearing:</b> +1 to Hearing-related rolls (not added in)</li> <li>• <b>Lightning Reflexes:</b> Gain +3 to all initiative rolls</li> <li>• <b>Skill Focus:</b> Gain +3 to Stealth when outdoors</li> </ul>		

Argorn is a Wood Elf from the neighboring forests of Aelftyr along the eastern coast of the Tir Tuath region of Anwyn. he hails from a small village in the forests along its northern border.

As a young elf, Argorn became a scout for the local militia, often scouting outside the borders of his homeland, looking for dangers that may approach. His job was to see without being seen in return.

Once his stint in the militia was over, he decided to travel, working as a scout and caravan guard for a trader who travelled to far off lands through dangerous country.

After a year or two of this, Argorn decided that it was time to move on to something else. That something else being adventuring with a group of like minded individuals.

He has been traveling with this group for a few months now.

### Equipment:

#### • Tools of the Trade:

- Soft Leather Armor & Skullcap
- Reinforced Leather Bracers & Greaves
- Long Bow (& quiver with 20 arrows)
- Rapier
- Small Shield

#### • Standard Pack:

- 50' of Superior Rope
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled with water)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

#### • At Belt Items:

- Equipment belt
  - 2 belt pouches
  - 1 Dagger
- #### • Clothing:
- Cloak
  - Soft Leather boots
  - extra set of clothing (not including outfit worn)

#### • Money:

- 4 silver pieces
- 10 bronze pieces
- 12 copper pieces

#### • Languages:

- Common
- Elvish

## NOTES:

### DAMAGE TAKEN

HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
		ROUNDS OF STUN	
		STAGGERED	SHAKEN
			DAZED

# VIKLIN

(Aeshi/Hillock/Monk) (100)

<b>Hits:</b> 35	<b>Wnds:</b> 7/3/2	<b>CrTs:</b> 7/9/11/13/15/17
<b>DT:</b> 20	<b>AR:</b> 1	<b>Move:</b> 10' <b>Fate Pts:</b> 3
<b>Primary Stats:</b>		<b>Secondary Stats:</b>
<b>Chr:</b> 2	<b>Res:</b> 4	<b>Aura:</b> 4 <b>Reflexes:</b> 7
<b>Con:</b> 3	<b>Spd:</b> 4	<b>Init:</b> 6 <b>Stamina:</b> 7
<b>Dex:</b> 3	<b>Str:</b> 2	<b>Insight:</b> 4 <b>Will:</b> 6
<b>Int:</b> 2	<b>Wis:</b> 2	<b>Might:</b> 6 <b>Lift:</b> 300 lbs
<b>Skills:</b> (stats not added)		<b>Attacks:</b> (stats already added)
Acrobatics	1	8 Disarm (0, 2 AP, notes)
Athletics	3	8 Kick (7, 3AP, +1 init)
Casting (Monk Spells: Res)	2	9 Legsweep (6, 3AP, +3 init, notes)
Crafts (Herbalist)	2	8 Strike (6, 2AP, +2 init)
Crafts (Leatherworking)	2	8 Throw (7, 2 AP, notes)
Crafts (Tanner)	1	7 Off. Kick (10, 4AP, -2 init)
Healing	2	7 Off. Strike (8, 4AP, -2 init)
Influence (Trading)	1	<b>Skills (continued):</b>
Lore (Kuo Sho)	5	Perform (Pipes) 2
Lore (Xingyi)	2	Riding (Riding Dogs) 1
Lore (Herlore)	1	Stealth 4
Magecraft	1	Targeting 1
Magelore (Herbals)	1	Thrown (Edged) 1
Martial Arts (Wushu)	5	Trickery 3
Perception	2	

**Size:** 3'11 tall, 75 lbs

## Special Skills & Abilities:

- **Darkvision:** 20' (see core rules for details)
- **Size:** Gain +2 to DT and Stealth; -1 to all attacks except spell and Chain Plus weapons (added in already)
- **Sense Magic:** +2 to Aura rolls to sense active magic
- **Hammerhands:** Gain +2 to DR of all Martial Arts attacks (already added in)
- **Weapon Focus:** Gain +1 DR to 7 core Wushu Combat Moves (already added in)
- **Adrenal Defense:** refer to Martial Arts notes
- **Kuo Sho Special Ability:** 3 CP ability, refer to Martial Arts notes for more information
- **Weapon Kata (Chains Plus):** refer to the Martial Arts notes (additions to damage not figured in and varies based on weapon) for more information

## NOTES:

## Equipment:

### Tools of the Trade:

- Leather Bracers
- Weapon Kata Weapons: Meteor Hammer, Rope Dart, Monkey Fist, & Nunchaku
- Crystal Pendant (Casting Focus)
- Spell Book (carried in pack)

### Standard Pack:

- 50' of Superior Rope
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled with water)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

### At Belt Items:

- Equipment belt
- 2 belt pouches
- 1 Dagger

### Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

### Money:

- 2 silver pieces
- 5 bronze pieces
- 12 copper pieces

### Languages:

- Common
- Dwelfish

Viklin's parents left their Duin Weald, the Dark Woods to move to a village in the high hills of the southern Bryni Weall (the Wall of Hills) that border Utara. They did so to be near the monastery that housed a man that had previously saved them from bandits. Their personal honor demanded that they help him in some fashion in return.

Thus growing up near the monastery, it was almost inevitable that Viklin would eventually join. He spent many years there before graduating from Initiate to Brother.

This monastery has a tradition that once a monk reaches the status of Brother, they must leave the monastery and wander the world to learn more about it before returning and becoming a Master. Viklin made Brother just over a year ago, and began his journeys. He recently met up with a group of adventurers and joined them in their search for adventure, so that he could learn more about how people react to various things.

## DAMAGE TAKEN

HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
	ROUNDS OF STUN		
	STAGGERED	SHAKEN	DAZED

# VIKLIN'S SPELLS & MARTIAL ARTS NOTES

## SPELLS

### EMPTY FIST (Mj 2/Mn 3/N 4)

CTN: 17    Fatigue: 1  
Vs: DT    Range: 50'  
Duration: —

**Description:** The caster is able to externalize his Chi energy, allowing him to make the equivalent of a Martial Arts Punch at any single target within range. This attack does an amount of Base Damage equal to 4 + the caster's Resolve Stat and manifests as a translucent bolt of light that races out to strike the target.

If the option, *Chi Cone*, is used the attack will form a cone attack. The cone starts at the caster's location and has a width of 5' and it ends at the maximum range of the spell and has a width of 3' for every 10' in length. Thus a 50' long cone has a width of 15' at its distant end. See p. <?> for more information on Attack Spells.

Casting Options	CTN	Ftg
Increase Damage (per +1 hit)	+4	+2
Increase Range (per +50')	+4	+2
Chi Cone	+5	+2

## MARTIAL ARTS RELATED NOTES

### ADRENAL DEFENSE

Adrenal Defense requires a Half Action (2 AP) to activate and the character must then spend a Snap Action (1 AP) each round to maintain it. While it is active, the player can split double his character's Resolve (8 points) between his Initiative and his Defensive Threshold (DT) in any manner. This split may only be changed during the Action Declaration Phase of the round.

The character may have this ability active for a number of rounds equal to double the sum of his Stamina and Will (26 rounds total). Regardless of how long it was active, once ended, the character must wait 10 minutes before he can use it again.

### MAINTAINING KUO SHO STYLE

The character must spend a Snap Action (1 AP) each round to maintain and use any style related Abilities.

If used in conjunction with Adrenal Defense, this means that the character must spend 2 AP (2 Snap Actions) each round, leaving only 3 AP for other actions.

### KUO SHO: 3 CP ABILITY

Any Combat Moves used with this style gain +1 to their Initiative modifiers when used with this style. They also gain a +1 to their Damage Rating for every 2 ranks that the character has in the style skill, up to a maximum bonus of +5.

With 5 ranks in his Style skill, this provides +2 to all damage dealt when maintaining the style.

## MARTIAL ARTS COMBAT MOVES

**Disarm:** Character makes an attack roll using Dex as the Stat, if it hits, it does no damage and foe makes a Might Save. If foe fails the Save, his weapon goes flying 1-10' in a random direction. The TN of the Save is increased by +1 for every 3 points over foe's DT the Disarm (attack) roll was. it requires 2 AP to use this Move

**Legsweep:** This attack deals no Scaled Damage, but if the attack is successful, the foe must make a Reflexes Save or be knocked prone. It requires 3 AP to use this Move.

**Quickfire Attack:** This Combat Move allows the character to gain +1 to their Init in exchange for each -1 to their AB for their attack this round. This Move can be used with any Strike or Kick attack that is not also using a Weapon Kata at the time. The exchange of points cannot exceed the number of ranks in Wushu. Using this Move increases the number of AP required by 1 for the Move it is used with.

**Throw:** Upon a successful attack, the foe must make a Reflexes Save or be knocked prone. It requires 2 AP to use this Move.

**Unarmed Block:** The character uses his AB to make a Save against the incoming attack. The TN of this Save is 10 + the foe's Attack Bonus (AB). Success means that the character takes no damage. Failing this Save means that the character takes damage normally. This Combat Move is also known as an Interrupt, meaning that it can be used as an Abort Action. It requires 3 AP to use this Move.

**Weapon Kata (Group):** The character is able to use weapons from the Chains Plus group with his Martial Arts Attacks. Not every weapon listed below can be used with every move. When using a Weapon Kata, the character is able to use the Universal Combat Move: Block and the Melee Combat Moves: Fight Defensively and Full Parry with their Martial Arts skill. Using a Weapon Kata does not change the number of AP required for the Move(s) it is used with.

- **Meteor Hammer:** Gain +3 damage to the Combat Moves that this is used with; May be used to make attacks up to 6' from the character; May be used with Disarm, Kick, Strike, Offensive Kick and Offensive Block; May do Bash criticals instead of Martial Arts Criticals (player's choice); Gain +2 to Attack Bonus when used against foes with a Shield
- **Rope Dart:** Gain +2 damage to the Combat Moves that this is used with; May be used to make attacks up to 6' from the character; May be used with Disarm, Kick, Strike, Offensive Kick and Offensive Block; May do Slash or Pierce criticals instead of Martial Arts Criticals (player's choice); Gain +2 to Attack Bonus when used against foes with a Shield
- **Monkey Fist:** Gain +2 damage to the Combat Moves that this is used with; May be used with Disarm, Strike, and Offensive Strike; May do Bash criticals instead of Martial Arts Criticals (player's choice); Gain +2 to Attack Bonus when used against foes with a Shield
- **Nunchaku:** Gain +3 damage to the Combat Moves that this is used with; May be used with Disarm, Strike, and Offensive Strike; May do Bash criticals instead of Martial Arts Criticals (player's choice)



# COMBAT TRACKING SHEET

Combat Tracking Info		DT	AR	Hits	Wounds			CrTs						Aura	Init	Insight	Might	Rflx	Stam	Will
Name:			( )		Mnr	Mjr	Dire	I	II	III	IV	V	VI							
Dmg Track	Total Damage	=	Hits	+	Fatigue	Bleeding		Penalties		Wounds			Rounds of Stun							
								Wnds	Other	Mnr	Mjr	Dire	Staggered	Shaken	Dazed					

Combat Tracking Info		DT	AR	Hits	Wounds			CrTs						Aura	Init	Insight	Might	Rflx	Stam	Will
Name:			( )		Mnr	Mjr	Dire	I	II	III	IV	V	VI							
Dmg Track	Total Damage	=	Hits	+	Fatigue	Bleeding		Penalties		Wounds			Rounds of Stun							
								Wnds	Other	Mnr	Mjr	Dire	Staggered	Shaken	Dazed					

Combat Tracking Info		DT	AR	Hits	Wounds			CrTs						Aura	Init	Insight	Might	Rflx	Stam	Will
Name:			( )		Mnr	Mjr	Dire	I	II	III	IV	V	VI							
Dmg Track	Total Damage	=	Hits	+	Fatigue	Bleeding		Penalties		Wounds			Rounds of Stun							
								Wnds	Other	Mnr	Mjr	Dire	Staggered	Shaken	Dazed					

Combat Tracking Info		DT	AR	Hits	Wounds			CrTs						Aura	Init	Insight	Might	Rflx	Stam	Will
Name:			( )		Mnr	Mjr	Dire	I	II	III	IV	V	VI							
Dmg Track	Total Damage	=	Hits	+	Fatigue	Bleeding		Penalties		Wounds			Rounds of Stun							
								Wnds	Other	Mnr	Mjr	Dire	Staggered	Shaken	Dazed					

Combat Tracking Info		DT	AR	Hits	Wounds			CrTs						Aura	Init	Insight	Might	Rflx	Stam	Will
Name:			( )		Mnr	Mjr	Dire	I	II	III	IV	V	VI							
Dmg Track	Total Damage	=	Hits	+	Fatigue	Bleeding		Penalties		Wounds			Rounds of Stun							
								Wnds	Other	Mnr	Mjr	Dire	Staggered	Shaken	Dazed					

Combat Tracking Info		DT	AR	Hits	Wounds			CrTs						Aura	Init	Insight	Might	Rflx	Stam	Will
Name:			( )		Mnr	Mjr	Dire	I	II	III	IV	V	VI							
Dmg Track	Total Damage	=	Hits	+	Fatigue	Bleeding		Penalties		Wounds			Rounds of Stun							
								Wnds	Other	Mnr	Mjr	Dire	Staggered	Shaken	Dazed					

Combat Tracking Info		DT	AR	Hits	Wounds			CrTs						Aura	Init	Insight	Might	Rflx	Stam	Will
Name:			( )		Mnr	Mjr	Dire	I	II	III	IV	V	VI							
Dmg Track	Total Damage	=	Hits	+	Fatigue	Bleeding		Penalties		Wounds			Rounds of Stun							
								Wnds	Other	Mnr	Mjr	Dire	Staggered	Shaken	Dazed					

Combat Tracking Info		DT	AR	Hits	Wounds			CrTs						Aura	Init	Insight	Might	Rflx	Stam	Will
Name:			( )		Mnr	Mjr	Dire	I	II	III	IV	V	VI							
Dmg Track	Total Damage	=	Hits	+	Fatigue	Bleeding		Penalties		Wounds			Rounds of Stun							
								Wnds	Other	Mnr	Mjr	Dire	Staggered	Shaken	Dazed					

Combat Tracking Info		DT	AR	Hits	Wounds			CrTs						Aura	Init	Insight	Might	Rflx	Stam	Will
Name:			( )		Mnr	Mjr	Dire	I	II	III	IV	V	VI							
Dmg Track	Total Damage	=	Hits	+	Fatigue	Bleeding		Penalties		Wounds			Rounds of Stun							
								Wnds	Other	Mnr	Mjr	Dire	Staggered	Shaken	Dazed					