



THE Fighter

Weapon

Veteran's Broadsword (v. heavy)
2d10 + 1 (+3 in *dense arenas*)
2 damage (3 if AC beat by 5)

Armor

Breastplate and Greaves (heavy)

12

d12 to roll Attribute, add bonus (-2 to do precarious or sneaky stuff)

+3	Brawn	+1	Commitment
0	Cunning	-1	Charm
+2	Daring	+1	Awareness

(extra hits for Armor of Scars talent, if selected)

<input type="checkbox"/> Glancing blow	<input type="checkbox"/> Nicked & Bruised	<input type="checkbox"/> Wind Knocked Out	<input type="checkbox"/> Nasty hit, Bleeding	<input type="checkbox"/> Messed Up & Hurting	<input type="checkbox"/> Knocked Out or Bleeding Out, Roll a d10
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THE Magic-User

Weapon

Staff of Thunder (ranged, can target adj. arenas)
2d10 (+2 if target is in an *open arena*)
1 damage

Veil Touch
see magic at will, leave arcane marks

No Armor
2 free Awesome Points after every survived fight

Armor

Robes with Cool Symbols (none)

8

d12 to roll Attribute, add bonus

-1	Brawn	0	Commitment
+2	Cunning	+3	Charm
+1	Daring	+1	Awareness

<input type="checkbox"/> Glancing blow	<input type="checkbox"/> Nicked & Bruised	<input type="checkbox"/> Wind Knocked Out	<input type="checkbox"/> Nasty hit, Bleeding	<input type="checkbox"/> Messed Up & Hurting	<input type="checkbox"/> Knocked Out or Bleeding Out, Roll a d10
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THE Cleric

Weapon

Truncheon of Compassionate Smiting (light)
3d10 drop lowest (+2 in *tight arenas*)
2 damage

Armor

Chainmail (heavy) and Holy Symbol

13

d12 to roll Attribute, add bonus (-2 to do precarious or sneaky stuff)

+1	Brawn	+3	Commitment
-1	Cunning	+2	Charm
0	Daring	+1	Awareness

<input type="checkbox"/> Glancing blow	<input type="checkbox"/> Nicked & Bruised	<input type="checkbox"/> Wind Knocked Out	<input type="checkbox"/> Nasty hit, Bleeding	<input type="checkbox"/> Messed Up & Hurting	<input type="checkbox"/> Knocked Out or Bleeding Out, Roll a d10
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THE Thief

Weapon

Dagger tied to a Whip (Reach)
2d10 (+2 in *hazardous arenas*)
1 damage

Opportunity
automatic success on a *Cunning* or *Daring* test once per session

Armor

Catburglarin' Leathers (light with Reach Weapon bonus)

12

d12 to roll Attribute, add bonus

0	Brawn	-1	Commitment
+3	Cunning	+1	Charm
+2	Daring	+1	Awareness

<input type="checkbox"/> Glancing blow	<input type="checkbox"/> Nicked & Bruised	<input type="checkbox"/> Wind Knocked Out	<input type="checkbox"/> Nasty hit, Bleeding	<input type="checkbox"/> Messed Up & Hurting	<input type="checkbox"/> Knocked Out or Bleeding Out, Roll a d10
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talent

Magic-User Equipment

Waterskin, small knife, pouches of various weird & exotic components, small bound book & lead stub, some flashpowder.



Coin Purse: 11 gold

Awesome Points Spent

quests & notes

talent

Fighter Equipment

Throwable Dagger, bedroll, leather flask of wine & sack with dried food & hardcheese, whetstone, flint & tinder, 3 torches, a sewing kit and a crowbar.



Coin Purse: 5 gold, 6 silver

Awesome Points Spent

quests & notes

talent

Thief Equipment

Backpack with empty sacks, leather-rolled toolset, hooded lantern & extra flask of oil, 25 ft of rope with a hook, a blanket, and a small glass lens.



Coin Purse: 16 silver

Awesome Points Spent

quests & notes

talent

Cleric Equipment

Satchel filled with Reliquary & Holy Book, bread, cheese & a bottle of wine, soap & bandages, rope belt with various protections and symbols



Coin Purse: 4 gold, 10 silver

Awesome Points Spent

quests & notes



THE Elf

Weapon
Glitter-carved longbow (ranged, can target adj. arenas)
2d10 (+2 if target is in an *open arena*)
1 damage

Awareness
+2 to initiative checks

Leafy-looking armor (light)

Armor

10

d12 to roll Attribute, add bonus

0	Brawn	-1	Commitment
+2	Cunning	+1	Charm
+3	Daring	+2	Awareness

Glancing blow Nicked & Bruised Wind Knocked Out Nasty hit, Bleeding Messed Up & Hurting Knocked Out or Bleeding Out, Roll a d10

THE Dwarf



Weapon
Stone-forged Hammer (heavy)
2d10 (+2 in *dense arenas*)
2 damage

Fierce & Proud
Cannot be pushed

Shield
splinter to reduce hit to 1

Brewmeister Plate (v. heavy) and shield

Armor

14

d12 to roll Attribute, add bonus (-5 to do precarious or sneaky stuff)

+3	Brawn	+3	Commitment
0	Cunning	-1	Charm
+1	Daring	+1	Awareness

Glancing blow Nicked & Bruised Wind Knocked Out Nasty hit, Bleeding Messed Up & Hurting Knocked Out or Bleeding Out, Roll a d10

THE Goblin



Weapon
Old Cleaver (light)
3d10 drop lowest (+2 in *tight arenas*)
1 damage

Dungeon-wise
see in the dark, talk to monsters

Executive Kitchen Ensemble (heavy)

Armor

12

d12 to roll Attribute, add bonus (-2 to do precarious or sneaky stuff)

+1	Brawn	0	Commitment
+3	Cunning	-2	Charm
+2	Daring	+2	Awareness

Glancing blow Nicked & Bruised Wind Knocked Out Nasty hit, Bleeding Messed Up & Hurting Knocked Out or Bleeding Out, Roll a d10

spend your awesome points! * And don't forget to check off an **Experience Box**

- 1 point**
Add a +2 to any Attribute Roll
Have something Handy or nearby in reach
Add a cool effect to an Attack or Attribute Roll
Use a per-arena Talent again in the same arena
- 2 points**
Do 1 more point of damage after a successful attack
Heal a single point of damage that you've just taken
Create an NPC you have a relationship with
Recharge a rested Talent outside of combat
- 3 points**
Use a Talent from your class that you don't have yet

spend your awesome points! * And don't forget to check off an **Experience Box**

- 1 point**
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Have something Handy or nearby in reach
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- 2 points**
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Create an NPC you have a relationship with
Recharge a rested Talent outside of combat
- 3 points**
Use a Talent from your class that you don't have yet

talent

Dwarf Equipment

Hammer and Pick slung off of backpack, dwarven hardbread, large aleskin & extra mug, armor & weapon polish, whetstone, portable set of weighing scales.



Coin Purse: 10 gold, 6 silver

Awesome Points Spent

quests & notes

talent

Elf Equipment

Magically camouflaging cloak, elven waybread & waterskin, sack of nuts & berries, an exquisite cutting knife, a forest rune and a lodestone.



Coin Purse: 4 silver

Awesome Points Spent

quests & notes

talent

Goblin Equipment

Dead & dried rats skewered on a stick, a scorpion in a jar, 3 pitons, a bag of caltrops, an oversized cloak, a jar of ointment, and a sack of cloth scraps.



Coin Purse: 1 gemstone

Awesome Points Spent

quests & notes