



PRIMEVAL™

Free Playtest

Rulebook

Version 0.9 January 2019



What is this, and why did I get it with my download?

This is a small sample of a game that is in development titled ***Primeval***. The game is based on the idea that there are multitudes of people that like to play a wide variety of different games; war gaming, resource management, dungeon delving, and narrative-driven stories.

Primeval aims to bring all of those elements together in a way that is elegant, agile, and comfortable. Furthermore, it's a game that is designed around the idea that you can scale it, and play it at whatever level you are in the mood for.

For a simple, straight-forward tabletop wargame, a short skirmish typically lasts about 45 minutes. If you aim to plunder a healthy-sized dungeon, that takes about two hours. If you want to enjoy everything that the game can offer – that is a campaign that could last indefinitely.

It doesn't stop there: Primeval will allow party sessions to cross over into other players' worlds. At the highest levels, you can populate settlements, build vast armies, lay siege to strongholds, and even become a God, allowing you to guide the narrative and help (or hinder) the ascension of other players... but it all starts with a short adventure on the tabletop, and it never goes further than you want it to.

Primeval is the story of your character's rise to glory. It follows their struggles, accomplishments, and, in some cases, their untimely death and the succession of their power to their protégé.

If you'd like to support the project, consider joining the Facebook group:

<https://www.facebook.com/groups/primevalthegame/>

And possibly kicking in a few bucks to help fund the project on Patreon:

<https://www.patreon.com/Sylloggy>

Before You Begin:

You will need a few things to start, and you will want to make a couple of decisions.

Because this is a game that is designed to scale up and down, any size play area is *technically* acceptable, but for our initial playtesting purposes, we're going to be using a tabletop surface of 22" x 30"

For each player, you will need a d20 (twenty-sided) dice, and d6 (six-sided) dice. Other items that we'll need will be a pencil and some copies of the Encounter, Character, Inventory, and Follower sheets at the back of the book. If you're playing "free range", you will also need a ruler, or measuring tape.

While it is entirely possible to play this game on graph paper with tiny meeples (this is how the game was born!), it isn't the most immersive way to play the game.

It's preferred that you bring an assortment of miniatures to represent your characters on the battlefield. They typically need to be between 28mm and 32mm scale, and would preferably be representative of the type of character you create.

Also, you will need to decide if you want to play using a board that utilizes a square grid, hex grid, or "free range" map. With games utilizing a grid, one square or hex is equal to one unit. When playing free-range, one unit is equal to one inch.

Finally, you'll need some terrain. If you don't have any, generic building blocks work great, but anything that provides cover and breaks up LoS (Line of Sight) will also do the job.

Brief Anatomy of a Round

Begin Round.

Resolve any active abilities with Beginning of Round text.

Boss Monster Activates, and completes their turn, if applicable.

Player 1 Activates a character that they control.

Begin Turn.

Perform any action, or combination of actions: Move, Attack, or Use Ability.

End Turn.

Opposing Party activates any character or Minion Group that they control.

Begin Turn.

Perform any action, or combination of actions: Move, Attack, or Use Ability.

End Turn.

The previous section continues until all players declare to pass their turn, or there are no Action Points remaining.

End Round.

Resolve any active Abilities with End of Round text.

Understanding Dice Rolls

The absolute first mechanic that needs to be described is the difference between a **Combat Roll**, a **Skill Check**, and an **Armor Save**.

A **Combat Roll** is simply a d20 rolled by two opposing players where the **highest result wins**.

An **Armor Save** occurs after a successful attack. The d20 result is compared against the total armor value of the defender.

- If the d20 result is **lower** than the character's **Total Amor Value**, the save is considered a **Success**, and **Damage is reduced** by the value of the d20.
- If the d20 result is **higher** than the character's **Total Amor Value**, the save is considered a **Failure**, and **All Damage** is applied.

A **Skill Check** is a d20 roll compared against a specific attribute.

- If the d20 result is **lower** than the specified attribute, the action is something your character is capable of performing, and is considered a **success**.
- If the d20 result is **higher** than the specified attribute, the action is too difficult for your character to perform, and is considered a **failure**.

Standard Turn Order

There is always a standard turn order in Primeval.

Turn 1.	Boss Monster
Turn 2.	Player 1
Turn 3.	Minion Group 1
Turn 4.	Player 2
Turn 5.	Minion Group 2
Turn 6.	Player 3
Turn 7.	Minion Group 3
Turn 8.	Player 4
Turn 9.	Minion Group 4
Turn 10.	Player 5
Turn 11.	Minion Group 5
Turn 12.	Player 6
Turn 13.	Minion Group 6

The process repeats for all players and minion groups on the board.

If the boss monster, player, or minion group for that turn is unable to activate, or is not in play, the turn passes to the next turn in the order.

Important: When all relevant turns have been completed, the party decides if they would like to begin a **New Round**, resolving all **End of Round** abilities, or if they would like to **Continue the Current Round**, and spend any remaining **Action Points** they have, or activate any other characters that they control.

The Character Sheet:

In this section, we will talk about the Character Sheet on the following page. Feel free to add more details, but for the tabletop portion of the game there are only 5 areas that are absolutely critical to your character:

- Attributes
- Health
- Armor & Damage
- Equipment
- Abilities

You will only need one Character Sheet to get started, but when you take on a **Protégé**, they will take up their own character sheet.

Health Value starts with a value of 20. Every Primary and Secondary character comes with 20 points of health built in. Additionally, add your Vitality value to this to create your **Maximum Health** pool.

As your character **takes damage**, their **Current Health** value will be reduced by that amount.

If your **Current Health** is ever reduced to zero your character becomes incapacitated.

Your health can never drop below zero, so anything lower than that will always be notated as "Zero."

Armor Value denotes your chance to block damage from any successful attack. There are situations that bypass armor completely, however, so don't skimp on your agility!

When you fail to defend against an attack, your character will make a roll called an "**Armor Save**"; roll a d20. If the value is **lower** than your armor value, the save is a success. Subtract the d20 result from the damage of the attack.

Weapon Damage is the next section of the character sheet. It's a base value of the damage that your weapons do in combat.

Inventory is a section dedicated to what your character has brought to the battlefield. This

section covers things like, potions, scrolls, tomes of knowledge, – any item that an adventurer might require in order to stay alive.

... because dying is definitely not the objective.

You may also consider tracking the amount of **Loot Tokens** that your character has picked up during the encounter in the **Inventory** section.

Your **Might** determines the **maximum** amount of items that you may have in your inventory at any time, including Loot Tokens. If the number of items you are carrying ever exceeds your **Might** value, you become encumbered. Until you drop some items, your movement speed will be reduced to 1.

Other sections that you'll find in the one provided here:

- **Name**
- **Generation**, this optional field denotes how many characters in this Legacy preceded this one.
- **Gold**

Left Hand and **Right Hand** are representative of what your character is currently holding in their hands. If they are holding two one-handed weapons, or a weapon and shield, or a single two-handed weapon, it'll be denoted here.

Attributes & Equipment:

Attributes are raw characteristics of what your character is capable of. They have a base value, and they may also be modified by abilities or artifacts that your character brings into battle. Here's a breakdown:

- **Perception** is a measurement of how far your character can see across the battlefield, in units. Most things that you want to do at range will require a target that is within your range of perception.
- **Resolve** represents the mental fortitude for your character. Resolve also marks your target dice roll when you attempt to gain a Second Wind. More on this function later.
- **Intelligence** measures how brilliant your character is. It's value represents the maximum amount of abilities that you can bring into a battle, and is the target roll to perform many tasks that require it.
- **Might** is how physically strong your character is. Its value is the bonus that is added to your roll for many melee attacks, and is also key for the use of many abilities. **Additionally**, the maximum number of items you are able to carry in your inventory is equal to your value in **Might**.
- **Endurance** determines how far your character can move, in units.
- **Vitality** is a bonus added to your health pool. It also is the target value of many healing effects.
- **Agility** symbolizes the quickness of your character. It's an optional bonus added to the avoidance of basic melee and ranged attacks, and is also the roll used when moving through difficult terrain or climb obstacles without incurring a penalty.

- **Luck** is fickle. Once per round, your Primary and Secondary characters may decide to make a Lucky Roll. You may use this to re-roll a result *if* they are lucky. To do this, after a roll has been cast that affects that respective character in any way, the player will roll a d20. Roll lower than your Luck value, and you've succeeded!

Weapons are more fluid in Primeval than in most games. Starting in the **Freelancer Stage**, there is a much wider variety of weapons that can be used, each with their own benefits. Until then, we'll be using a generic notation.

Shields provide an armor bonus to your character without compromising the armor type.

One Handed Melee weapons are considered things like a dagger, short sword, mace, club, or flail.

Two Handed Melee covers massive two-handed weapons such as great-axes, great swords, and war hammers.

Ranged weapons are always two-handed, and could be considered a Bow, Crossbow, Magical Staff, or even just flinging spells while holding a Wand and Book – if you're that sort of spell slinger.

Ways and **Abilities** will be covered once you move to the **Specialist** phase.

Action Points and Activations:

Action points are at the heart of everything your character does. Every action and some reactions require a number of action points to perform.

The game is composed of several rounds and rounds are broken down into several turns. Players will alternate turns until all action points have been spent, or all players have declared to pass their turn.

*Once a player passes their turn, they may not make any further activations until the next round.

At the **beginning of every round**, your characters are given **4 action points** to add to their Action Point pool. Characters may never have more than 6 action points. If a character would ever have more than 6 action points available, the excess points would be discarded.

When a player completes a turn, the next opposing player (or AI) chooses a model (or Minion Group) and activates it. Their turn ends when they declare that model to have completed their turn.

Any character that has unused action points may be activated.

A round ends after all players have elected to pass their turn, and all minion groups have activated at least once.

When a character activates, they may use any number of action points that they currently have available, but at least 1 point must be used every time that the model is activated.

During an activation a character may use any combination of actions in any order, but may only perform a particular type of action once.

The three types of actions are as follows:

- **Movement**
 - A character may perform a full movement, or a half movement.
- **Attack**
 - A character may perform a basic attack against a valid target.
- **Ability**
 - Any action that is not expressly a basic attack or a movement is considered an ability. You will learn more about these when you become a **Specialist**.

You can perform any number of actions long as you have **Action Points** remaining, but you may only complete **one type of action** per turn.

Movement:

Movement is straightforward and intuitive. Your character's Endurance value represents the maximum distance that your character can travel, measured in units.

A **full movement** action costs **4 AP** (Action Points) and will allow you travel **up to** your maximum movement distance while a **half-movement** action costs **2 AP**.

A **half movement** is a distance measured in units, up to half of your Endurance value, rounded up. (i.e. A half movement with an Endurance value of 7 will only travel 4 units.)

Important! Your characters cannot move *through* another model in most cases.

Combat Rolls, and Taking Damage:

Note: This is not intended to be a game of millimeters. When playing free-range, any measurement that could be argued to be “close enough” is close enough. In any case where either player disagrees, each player will roll a d20; the player with the highest result wins, and Party play continues.

When your activated character declares an **Attack** action, select a valid target.

For **Melee Targets**, the target must be within **base contact** (free range), or in an adjacent grid location.

*Adjacent is defined as any grid location that surrounds the center grid location, including those that are connected only by corners.

When a model is in range of a **Melee Attack** with an enemy target, it is considered to be **Engaged**.

Engaged models must spend **1AP** to break engagement, in addition to the cost of movement.

For **Ranged targets**, the target must be within your maximum range of **Perception**.

With the exception of engagement, Melee and Ranged combat works in exactly the same way.

Attacks That Fail:

When an attack is a failure, the defending player may additionally choose to immediately disengage, and move up to 2 units away at no cost.

$*(\text{Damage Value} + \text{Might (if declared)}) - (\text{d20 Result}) = \text{Damage Dealt to the target.}$

The Flow of Combat:

- Step 1.** The **Attacker** spends **2AP** to initiate combat and declares a **Target**.
- If making a **Melee Attack**, the target must be adjacent to the **Attacking Model**.
 - If making a **Ranged Attack**, the target must be within your **Range of Perception**, and **Within Line of Sight**.
- Step 2.** The **Attacker** rolls a d20. This is known as the **Attacker's Combat Roll**.
- Step 3.** The **Attacker** may decide at this step to spend an additional **1AP** to add their **Might Attribute** (Melee) or **Perception Attribute** (Ranged) to their **Combat Roll**.
- If an **Attacker** adds their **Might Bonus** to a **Melee Attack**, additionally add that bonus to the damage dealt.
- Step 4.** The **Defender** rolls a d20, this is the **Defender's Combat Roll**.
- Step 5.** The **Defender** may decide at this step to spend **1AP** to add their **Agility Attribute** to their **Combat Roll**.
- Step 6.** The highest modified result wins.

When an attack is successful, an additional roll is made by the defender for an **Armor Save**. The Armor Save roll is compared against the defenders **Armor Value**.

- If the d20 result is **higher** than the armor value of the defending model, the save is a **failure**, and all damage is applied.
- If the d20 result is **lower** than the armor value of the defending model, the save is a **success**.
 - Subtract the d20 result from the damage being dealt. The remainder is the amount of damage applied to the defending mini.*

Note: For any Armor Value over 20, damage is automatically reduced by the excess value.

NPC Attributes and AI:

Non-Player Characters, or “NPC’s” are described as any character that is not a Primary or Secondary character, whether you control them or not.

NPC’s are governed by a simplified attribute system called **D/E/A/TH**.

- **D: Damage**
 - This is the base damage of any attack that this NPC performs.
- **E: Endurance**
 - This is the maximum movement distance that this NPC may travel.
- **A: Armor**
 - This is the Armor Value used by this NPC when rolling for Armor Saves.
- **TH: Total Health**
 - This is the total health value of the NPC.

The Base Perception Value of any NPC is considered to be 10.

Additionally, NPC’s may be described as one of two types based on their basic attack style: “Ranged”, or “Melee”. This notation is simply specifies if a model performs Ranged, or Melee attacks.

Some NPC’s are considered Followers, meaning that they are controlled by you or another player. Followers use the same action point system that your Primary and Secondary characters do. They gain 4AP per round, and spend those points accordingly.

NPC’s that are not controlled by a player are instead handled by an AI system, and explained further in the following section.

When an NPC becomes incapacitated, they die and are removed from play.

NPC’s that are not controlled by a Player are considered to be controlled by an AI.

There are two different types of AI, the one you use is based on **party preference**.

Simple AI: If an AI-controlled NPC is not engaged, they will move towards and attack the **nearest enemy that they can see**.

Advanced AI: For each model, roll a d6 and consult the chart below:

1. The target with the lowest health remaining.
2. The target with the lowest armor value.
3. The target closest to them.
4. The target furthest from them.
5. The target with the highest armor value.
6. The target with the highest health remaining.

The AI will always choose the target that best matches the description that they are able to attack.

If there is ever a question as to which party members are being targeted by the AI, the current party leader will make the final decision.

Boss Monsters:

No cooperative scenario would be complete without a Boss Monster. These characters are your final objective. **If you don't kill the boss, your party is not awarded the Contract Value.**

However, characters that successfully escape the encounter may keep any Loot Tokens they happen to find with a **-5 Penalty** to the d20 **Item Type Roll** at the end of the encounter.

All of our pre-constructed scenarios will instruct you on what statistics and abilities each Boss Monster may have, but if you want to take some chances, roll the dice to randomly generate an encounter.

Your Boss Monster can technically be anything from a simple skeleton to a cruel pirate captain to a terrifying dragon, but when you craft your encounters to have a theme the game is much more immersive.

If the Boss Monster cannot see, move to, or attack any valid target, they will instead **summon the target** closest to them based on their AI decision. That target is placed in base contact or adjacent to the Boss Monster and is attacked.

Spawning a Boss Monster happens in one of 2 ways:

In a Skirmish:

In a **Skirmish** scenario where the field is largely open and broken up by pieces of scatter terrain the boss monster will spawn after the first wave of minions has been defeated.

In a Delve:

In a **Delve** scenario, where players navigate long corridors, rooms, and tight spaces, the boss monster will be located in the room furthest from the entrance.

Minions:

Minions are typically classified as an NPC that is not controlled by a party member. They operate on the AI system described in the **AI Actions and Movement** section.

The **Minion Pool** is the **type** of minion that the party will be facing throughout their encounter.

Minion Pools are assigned one of **two attack types**: Ranged, and Melee

- **Ranged** minions use their damage value at their maximum perception range (10 by default)
- **Melee** minions must be in base contact, or adjacent to a model to make an attack.

***Note:** A single minion pool will only ever allow a **maximum of 6 minions** in play at a time. See **Level of Difficulty** for more details.

Spawning Minions happens in one of two, very similar ways:

- In a **Skirmish** scenario, roll a d6 for every Minion Pool in the encounter any time a round ends and no minions are revealed.
- In a **Delve** scenario, roll a d6 for every Minion Pool in the encounter when the party enters an area for the first time.

***See Skirmishes and Delves** for more details.

The d6 roll determines how many minions in that Minion Pool will spawn.

The minions are placed adjacent to each other as far as possible from the party, within the **Party Leader's Maximum Perception Range**, and combat begins accordingly.

In both Delve and Skirmish scenarios: Once the party engages the Boss Monster roll a d6 for every minion pool at the beginning of every round and spawn that many minions, up to a maximum of 6 per pool.

Fighting Groups of Minions:

When minions are spawned from a **Minion Pool**, this is known as creating a **Minion Group**. Each group has simple control aspects that allow them to operate efficiently and effectively.

Even though **each minion** moves and engages targets independently, their **Turns, Combat Rolls** and **Health Totals** are connected.

The AI will always activate after each player completes a turn. The AI never runs out of Action Points.

If the Boss Monster has been engaged by the party, it will always be the AI's first activation in the round. The AI will then alternate minion groups for the remainder of the round.

If any minions within a group are unable to perform any actions, the rest of the group will still activate.

Every time a Minion Group Activates, all models within that currently active group activate at the same time.

The first step that Minions will make, if necessary, is a movement. All models in that minion group will move towards their own targets, and then begin their attack.

Once all Minions have been moved into place for an attack, the **Minion Group** makes a **Single Combat Roll** to attack. This roll governs the result for the entire group.

All applicable **Defenders** make their combat rolls and armor saves as described in the **Combat Section**.

When **Attacking a Group** of minions, any minions struck by the same attack will roll a

single Defensive Combat Roll, and, if appropriate, a **Single Armor Save**.

Additionally, **damage** is applied to Minions Groups in similar fashion. Each minion adds their **Total Health** value to the **Minion Group**. When any Minion takes damage from any particular source, the appropriate **Minion Group** takes damage as a whole.

Minions die when the group takes the **appropriate amount of damage** (The Group's Total Health Value / Number of Minions in the Group). When they die, remove them from the board appropriately.

Most often, this will be the **last minion that took damage**. In some cases, there may be enough damage dealt by an attack to remove multiple minions within a group from the map.

In these cases, use your best judgement.

In a situation where an ability has the text "**Kill The Target**", the amount of damage inflicted to the group is equal to the **Health Value of an Individual Minion**.

In any case where a model within a Minion Group becomes **Charmed, Stunned, Frozen**, or otherwise incapacitated only that individual model is affected. Their actions, combat rolls, and armor saves are considered to be temporarily independent until the effect wears off.

Skirmishes and Delves:

Skirmish

A **Skirmish** is defined as a scenario where the battlefield is mostly wide open, broken up by scatter terrain, ruins, trees, etc. Parties may begin the skirmish at any edge of the map.

Most PvP scenarios will take place on a small Skirmish map.

Finding Loot in a Skirmish Encounter:

When a boss monster dies, each primary character will receive 1 loot token.

Spawning Minions in a Skirmish:

When a round ends and no minions are currently revealed a d6 is rolled for each **Minion Pool** in the encounter, in order. The d6 results denote the **number of Minions** that spawn from each pool. Place each minion adjacent to each other at the party leader's maximum range of perception.

Place any additional groups from any additional minions at a range of not less than 3 units away from any other groups, if possible.

Delve

A **Delve** is defined as a scenario where the party must navigate various corridors, rooms, hallways, and chambers, much like a maze, labyrinth, or dungeon. A Delve always has a defined entrance, which is where the players start.

Finding Loot in a Delving Encounter:

A successful "Search" of a **room** will yield a chest adjacent to the player that performed the search. However, a room may only be searched by each player once.

***Note:** There number of potential loot chests in a Delve is restricted only by the number of rooms in that Delve.

Spawning Minions in a Delve:

When the party enters an area of the Delve for the **first time**, spawn minions as you would in a **Skirmish**. If the area is a long corridor, or a large room, continue to spawn Minions from the unexplored parts of the area, until the area has been fully explored.

When a Minion Group spawns in a **Delve**, they will occupy any available space in the room within the range of the Party Leader's **Perception** value. Any excess Minions are returned to the Minion Pool.

Once you reveal the Boss Monster, roll a d6 at the end of every round and spawn that many minions appropriately, up to a maximum of 6 per minion group.

Setting Up Your First Game:

The first step in generating an **Encounter** is to generate a **Minion Pool**. In the **Conscript** stage, we use one d6, and roll it for each attribute and record it on the **Encounter Sheet**. When calculating health, add **+10 Total Health** to your Minion Attributes.

For your party's first tutorial game, we've made the rolls for you: 2, 3, 4, and 1 (make sure to add +10 to the last roll.)

During our tutorial, there will be **No Boss Monster** to worry about. So you may continue to spawn minions for as long as it takes you and your party to master the basics. When you are ready to move on simply stop spawning minions and complete the encounter.

Your starting attributes and equipment are listed below.

Next, set up the play area. For this scenario, we will use an area (referred to as a map), measuring 22" x 30", and lay out some terrain as desired.

In a **Skirmish**, such as our **Tutorial Encounter**, the miniatures representing the Party are placed near the center of the map.

In **Arena** mode opposing players will be placed on opposite sides of the battlefield. The choice of placement is awarded to the player with that wins a **Combat Roll**.

Once the map has been set up, decide on the party leader, and perform your first round of actions.

After the first round is complete, spawn minions as described in the **Minions** section.

You will find the **Tutorial Encounter Sheet** on the following page.

Once the encounter has been completed, move to the **Specialist** section to learn more.

Reading the Encounter Sheet:

Name of the Encounter: This is where the name of the scenario, or the name of the randomly generated encounter is recorded.

Encounter Effects: Prefix & Suffix: These have various effects on gameplay, difficulty, and rewards. You will learn more about these in the **Freelancer Stage**.

Boss Name: The name of the boss monster, if there is one.

Contract Value: The calculated reward paid out to the party upon successful completion of the encounter.

Minion Attributes: D/E/A/TH, see **Minions** for more details.

Boss Monster Attributes: You will learn more about this in the **Specialist Stage**.

Boss Monster Abilities: You will learn more about this in the **Freelancer Stage**.

AI Targeting: If your party has decided to use Advanced AI Targeting, this is a reference for the various effects.

Minion Group: This area defines the details about the various minion groups in play for this encounter.

Name of the Encounter:

Encounter Effects

Free Playtest Encounter

Prefix:

Boss Name:

Contract Value:

Lord Ponce Von Fontle
The Magnificent Bastard

2080 Gold

Suffix:

Minion Attributes			
Damage	Endurance	Armor	Total Health
8	6	10	28

Boss Monster Attributes			
Damage	Endurance	Armor	Total Health
16	12	20	56

Boss Current Condition			
Damage	Endurance	Armor	Total Health

AI Targeting (d6 Decision)	
1	Lowest Health
2	Lowest Armor
3	Last Attacked By
4	Nearest
5	Highest Armor
6	Highest Health

Boss Abilities	
1	
2	
3	
4	
5	
6	

Group		Description	Current Health
1	Ranged	Melee Warriors	
	Melee		
2	Ranged	Ranged Archers	
	Melee		
3	Ranged		
	Melee		
4	Ranged		
	Melee		
5	Ranged		
	Melee		
6	Ranged		
	Melee		

Name:

Player #:

Attributes		Modifiers	Known Skills:	Inventory
Perception: (Maximum Range)	8		1AP: Taunt Pick Lock Change Weapon Consume Item 2AP: Search Sneak Recover Bandage Wounds Break Open	2x Common Healing Potion <ul style="list-style-type: none"> Regain +5 Health
Resolve: (Second Wind)	6	+2		
Intelligence: (Max # of Abilities)	3			
Might: (Bonus to Attack)	12	+1		
Endurance: (Movement Speed)	8	-4		
Vitality: (Vitality + 20 = Max Health)	16	+4		
Agility: (Bonus to Defense)	5			
Luck: (Lucky Rolls)	1	+3		

Left Hand		Health & Armor		Right Hand	
Weapon Type	Tower Shield	Maximum Health:	32	Exceptional Glaive	Weapon Type
Damage	0	Current Health:		8, Melee	Damage
Bonus	+5 Armor, +5 Defending Combat Roll	Armor Value:	13+5	+1 Unit to Melee Range	Bonus

Abilities					
First Way (6AP cost maximum)		Second Way (4AP cost maximum)		Third Way (2AP cost maximum)	
Guardian					
1AP	Defensive Stance: Increase your armor value by 10 until you inflict damage.				
2AP	Shield Strike: Attack, and Gain bonus damage equal to your shield's armor bonus.				
4AP	Indomitable: Gain health equal to twice the amount of damage you last received.				

Name:

Player #:

Attributes		Modifiers	Known Skills:	Inventory
Perception: (Maximum Range)	8		1AP: Taunt Pick Lock Change Weapon Consume Item 2AP: Search Sneak Recover Bandage Wounds Break Open	2x Common Healing Potion <ul style="list-style-type: none"> Regain +5 Health
Resolve: (Second Wind)	3			
Intelligence: (Max # of Abilities)	10			
Might: (Bonus to Attack)	8			
Endurance: (Movement Speed)	5			
Vitality: (Vitality + 20 = Max Health)	8			
Agility: (Bonus to Defense)	9			
Luck: (Lucky Rolls)	18			

Left Hand		Health & Armor		Right Hand	
Weapon Type	Eldritch Shield	Maximum Health:	28	Gnarled Wand	Weapon Type
Damage	0	Current Health:		4, Ranged	Damage
Bonus	+2 Armor	Armor Value:	8+2	+1AP per round.	Bonus

Abilities					
First Way (6AP cost maximum)		Second Way (4AP cost maximum)		Third Way (2AP cost maximum)	
Evoker					
1AP	Ignite: Perform a ranged attack, +3 Damage				
2AP	Conflagration: Perform up to 3 ranged attacks. Damage Unblockable.				
3AP	Molten Spear: Ranged attack, any enemy between you and your target is also attacked.				
5AP	Meteor Storm: Perform up to 3 ranged attacks, add bonus damage equal to your Intelligence value.				
6AP	Sunstrike: If no damage from this attack is blocked, the target dies.				

Name:

Player #:

Attributes		Modifiers	Known Skills:	Inventory
Perception: (Maximum Range)	8		1AP: Taunt	2x Common Healing Potion • Regain +5 Health
Resolve: (Second Wind)	6	+4	Pick Lock	
Intelligence: (Max # of Abilities)	6		Change Weapon	
Might: (Bonus to Attack)	8		Consume Item	
Endurance: (Movement Speed)	8	-4	2AP: Search	
Vitality: (Vitality + 20 = Max Health)	12		Sneak	
Agility: (Bonus to Defense)	5		Recover	
Luck: (Lucky Rolls)	4		Bandage Wounds Break Open	

Left Hand		Health & Armor		Right Hand	
Weapon Type	Tower Shield	Maximum Health:	32	Blessed Mace	Weapon Type
Damage	0	Current Health:		4, Melee	Damage
Bonus	+5 Armor, +5 Defending Combat Roll	Armor Value:	11+5	+3 Health Regained when Healing	Bonus

Abilities					
First Way (6AP cost maximum)		Second Way (4AP cost maximum)		Third Way (2AP cost maximum)	
Archon					
1AP	Reinvigorate: Heal yourself or an ally for +3 Health				
2AP	Revive: Revive an incapacitated target with 5 Health				
4AP	Greater Healing: Heal yourself or an ally for +10 Health				
5AP	Divine Gift: Revive an incapacitated target with full health and 6AP.				
6AP	Divine Protection: Become invulnerable until the end of the round.				

Name:

Player #:

Attributes		Modifiers	Known Skills:	Inventory
Perception: (Maximum Range)	6		1AP: Taunt Pick Lock Change Weapon Consume Item 2AP: Search Sneak Recover Bandage Wounds Break Open	2x Common Healing Potion <ul style="list-style-type: none"> Regain +5 Health
Resolve: (Second Wind)	7			
Intelligence: (Max # of Abilities)	3			
Might: (Bonus to Attack)	5			
Endurance: (Movement Speed)	8			
Vitality: (Vitality + 20 = Max Health)	10			
Agility: (Bonus to Defense)	9			
Luck: (Lucky Rolls)	12			

Left Hand		Health & Armor		Right Hand	
Weapon Type	Common Short Sword	Maximum Health:	30	Common Dagger	Weapon Type
Damage	4, Melee	Current Health:		3, Melee	Damage
Bonus	+2 to Attacking Combat Roll	Armor Value:	7	+1 to Defending Combat Roll	Bonus

Abilities					
First Way (6AP cost maximum)		Second Way (4AP cost maximum)		Third Way (2AP cost maximum)	
Shadowblade					
1AP	Throwing Knife: Perform a ranged attack for d10 damage.				
4AP	Fan of Knives: Perform up to 5 ranged attacks for d10 damage				