

Name:

Level:

XP:

Rules

**Combat:** In order from longest weapon to shortest, everyone in the combat chooses a target and rolls their damage die.

**Stunts:** If you roll a 4+ for damage, ask the DM if you can do something useful - push an enemy back, hit a specific location, etc.

**Ability Checks:** Roll a d20 and try to get under the relevant ability.

**Healing:** After battle, if you have a few moments to rest, repair armour, and tend to wounds, heal 1d4 hit points. If you have more than zero hit points, restore all hit points from armour.

Fighter Rules

**Greater stunts:** If you roll an 8+ for damage, ask the DM if you can do something extra useful - knock an enemy down, disarm them, bypass armour, etc.

Note other abilities here.

STR:

DEX:

CON:

INT:

WIS:

CHA:

Roll 3d6 in order for each of the above, then swap the highest number rolled for the lowest of STR or CON.

Damage: d8

HP: 8 (+4 per level)

0 HP is down. Below 0 is dying. Stay below 0, you're dead.

Fighter Equipment

(Choose 4)

|                      |                            |
|----------------------|----------------------------|
| Mail (+4hp)          | Sword or axe               |
| Shield (+4hp)        | Spear or other pole arm    |
| Gambeson (+1hp)      | War-bow, 12 arrows         |
| Bandages (bonus die) | Riding horse               |
| Crossbow, 12 bolts   | A mandola, cittern or lute |

Other Equipment

(Choose 4)

|                        |                           |
|------------------------|---------------------------|
| Belt-knife             | Pipe and tobacco          |
| Hunting bow, 6 arrows  | 60 feet of hemp rope      |
| Parchment and charcoal | A mule                    |
| Set of dice            | 2d20gp                    |
| Roll of canvas         | Rations for three days    |
| Three torches          | A flask of wine           |
| Flint and tinder       | A crowbar, shovel or pick |

Close to hand

Securely stashed

Don't write down more than you can carry.

## Level Two

1,000XP

**Fighting instincts:** Once per combat, after an opponent rolls damage on you, you may choose to ignore that damage.

And choose one:

**Retainers:** You attract a number of followers equal to your level. These have 6hp and 1d6 damage, and begin play unruly and ill-disciplined. If these followers are killed they are replaced in 1d6 days. Followers do not gain XP or levels, but can be given equipment and training.

**Doughty:** You have +1hp per level.

## Level Three

3,000XP

Choose one:

**Telling blow:** Once per combat, after rolling damage you may choose to double the result.

**Resilient:** When you would be poisoned, knocked down, enchanted, etc. you may spend 4hp to avoid such effects. The cost is 8hp if the effect would otherwise kill you outright.

## Level Four

7,000XP

Choose one:

**Blade Master:** Your damage die increases one step.

**Commander:** Lower-level allies' damage die type increases one step while fighting by your side.

## Level Five

15,000XP

Choose one:

**Indomitable:** Use a greater stunt to heal 1d6 hp.

**Orders:** Use a greater stunt to allow a lower-level ally within earshot to make an attack.

## How to play

This is a game about characters who face dangerous fantasy situations in order to gain fame and fortune. Success is measured in experience points (or XP). Your characters are like playing pieces in a fictional environment described by the referee. The players all work together, discovering strategies which maximise the XP they score and minimise the amount of risk they face. Sometimes through bad luck or bad choices your character can die, and you lose all your XP. Score enough XP and you'll go up levels. This gives your character more tools to do useful things in the game, and opens up new strategies for us to explore.

The referee is a neutral arbiter of events in the fictional world. They're like gravity. If your character drops something, the referee's job is to make it fall to the ground. The referee is not here to help you win or to make you lose. The referee isn't even responsible for making the game fun. All that is up to you.

Over time, you might get to know your character better and start to think about their personality and their hopes and desires in the world. That's great! It is fun to imagine these people and to live in their world. But remember that though we all love your character, the game doesn't. Your character's achievements are meaningful because they happen in the face of real challenges, and real risks. Death is always waiting.

## Experience Points

Experience points are awarded in one of three ways.

**Treasure:** Score 1XP for each 1GP of treasure you bring home from an adventure.

**Heroism:** Score 1XP for each person you materially aid. Gain 2XP if you save someone from disaster, and 5XP if you save them from mortal peril. Multiply this number by 50 if you know the person's name.

**Quests:** You may declare any substantial in-game goal as a quest. The referee will tell you how many XP that goal is worth, which you may accept or decline.

# Fighter

