

## Proficiencies

**Weapons** Simple melee and ranged, martial melee, longbow

**Armor** Shields, light and heavy armor

## Equipment

- ☒ Any weapon: \_\_\_\_\_
- ☒ Any weapon: \_\_\_\_\_
- ☒ Scale armor (+7 AC, already included)
- ☐ Two-handed martial weapon: \_\_\_\_\_  
OR ☐ Heavy shield (+2 AC, +2 Reflex)
- ☐ flawed opal (worth 10gp) OR ☐ homing pigeon  
OR ☐ hand mirror and 100 marbles OR ☐ forgery kit
- ☒ Dungeoneer's pack (backpack, bedroll, flint & steel, belt pouch, 10 days rations, waterskin, 2 glowbaskets, 50' rope)

## Loot and Plunder

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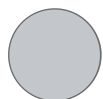
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gold pieces



silver pieces



copper pieces

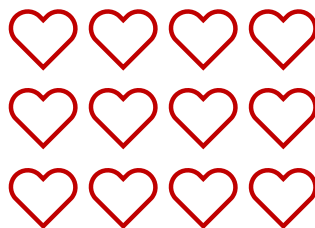
## In Play

Current HP

Max HP

Bloodied

## Recoveries



Recovery Value

## Impetus



**Short rest (5 mins)** Regain Impetus, spend recoveries to heal

## Stamina



## Action Points

**Long rest (6 hours)** Regain Stamina, heal to maximum HP, regain all spent recoveries, set Action Points to 1

Welcome to ...



# The Grim

## Martial Defender

*A mercenary who found something worth defending, the Grim is a master of arms who takes the blows so their allies do not.*

Name \_\_\_\_\_ Faith \_\_\_\_\_

Party \_\_\_\_\_ Class Fighter

## Abilities and Skills

Distribute **+3, +2, +1, +0 and -1** between abilities, then **add +1 to any one ability**.

Train **4 more** skills of your choice. Endurance is already trained.

## Strength

- ☐ Athletics
- ☒ Endurance

## Dexterity

- ☐ Acrobatics
- ☐ Initiative
- ☐ Sleight of Hand
- ☐ Stealth

## Intelligence

- ☐ Arcana
- ☐ History
- ☐ Religion

## Wisdom

- ☐ Dungeoneering
- ☐ Heal
- ☐ Insight
- ☐ Nature
- ☐ Perception

## Charisma

- ☐ Bluff
- ☐ Diplomacy
- ☐ Intimidate
- ☐ Streetwise

## Feats

*At levels 4, 7 and 10, add a feat from any you meet the requirements for.*

|                      |                                                                                        |
|----------------------|----------------------------------------------------------------------------------------|
| <b>Armored Grace</b> | No speed reduction from heavy armor or skill penalty from heavy armor or heavy shield. |
|                      | Ancestry                                                                               |
|                      | Level 4                                                                                |
|                      | Level 7                                                                                |
|                      | Level 10                                                                               |
|                      | Other                                                                                  |
|                      | Other                                                                                  |

## Talents

*At levels 2, 6 and 10, add a talent from any skill you have proficiency in.*

Easy Mark

FIGHTER

Any creature targeted by your attack is marked by you.

Ancestry

Level 2

Level 6

Level 10

Other

Other

Other

## Class Features

**Martial Tradition** +1 to weapon attacks (already included).

**Idle Boast** Each time you spend a Stamina, place a mark against a skill. The next time you make a check with that skill, add +2 and erase the mark. Each skill can have a maximum of one mark beside it.

## Powers

Ⓐ Punish distraction, ▲ Hard hitting, ⚙ Death blow.

▲ Levels 3 and 7 – choose one

- ☐ *Heavy blow*
  - ☐ *Sneaky trip*
  - ☐ *Brother of jackals*
  - ☐ *Companion to owls*
  - ☐ *Knight's leap*
  - ☐ *Rain of blows*
  - ☐ *Cutting defense*

 **Levels 5 and 9 – choose one**

  - ☐ *Forked attack*
  - ☐ *Ways and means*
  - ☐ *Nameless war*
  - ☐ *Devil takes his own*
  - ☐ *The four deaths*

## Ancestry

Paste your ancestry here

| Level | Attack           | AC  | Fort | Reflex  | Will | Skills*               | HP (bloodied) / recovery | Other               | XP for next |
|-------|------------------|----------------------------------------------------------------------------------------|------|--------------------------------------------------------------------------------------------|------|-----------------------|--------------------------|---------------------|-------------|
|       | (weapon / spell) |                                                                                        |      |                                                                                            |      | (trained / untrained) |                          |                     |             |
| 1     | +8 / +5          | 17                                                                                     | 15   | 13                                                                                         | 12   | +5 / +0               | 33 (16) / 8              |                     | 1,000       |
| 2     | +9 / +6          | 18                                                                                     | 16   | 14                                                                                         | 13   | +6 / +1               | 39 (19) / 9              | Talent              | 2,250       |
| 3     | +10 / +7         | 19                                                                                     | 17   | 15                                                                                         | 14   | +6 / +1               | 45 (22) / 11             | Impetus Power       | 3,750       |
| 4     | +11 / +8         | 20                                                                                     | 18   | 16                                                                                         | 15   | +7 / +2               | 51 (25) / 12             | Feat                | 5,500       |
| 5     | +12 / +9         | 21                                                                                     | 19   | 17                                                                                         | 16   | +7 / +2               | 57 (28) / 14             | Stamina Power       | 7,500       |
| 6     | +13 / +10        | 22                                                                                     | 20   | 18                                                                                         | 17   | +8 / +3               | 63 (31) / 15             | Talent              | 10,000      |
| 7     | +14 / +11        | 23                                                                                     | 21   | 19                                                                                         | 18   | +8 / +3               | 69 (34) / 17             | Feat, Impetus Power | 13,000      |
| 8     | +15 / +12        | 24                                                                                     | 22   | 20                                                                                         | 19   | +9 / +4               | 75 (37) / 18             |                     | 16,500      |
| 9     | +16 / +13        | 25                                                                                     | 23   | 21                                                                                         | 20   | +9 / +4               | 81 (40) / 20             | Stamina Power       | 20,500      |
| 10    | +17 / +14        | 26                                                                                     | 24   | 22                                                                                         | 21   | +10 / +5              | 87 (43) / 21             | Talent, Feat        | 25,500      |

🛡️ +2 AC and Reflex if equipped with a shield. Adjust AC if unarmored.

\* Add the relevant ability, for example Strength for Athletics.

**Current XP**

\_\_\_\_\_

|                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
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| <b>Rally</b> Encounter<br><b>Standard Action</b><br><b>Effect</b> Spend a recovery and heal your recovery value. You are fortified until the end of your next turn.                                                                                             | <b>Punish Distraction</b> At-Will<br><b>Counter Action</b><br><b>Trigger</b> A marked enemy either (a) makes an attack that does not include you as a target or (b) shifts out of your reach<br><b>Effect</b> Make a basic melee attack against them. | <b>Death Blow</b> ⚙ Daily<br><b>Standard Action</b> ⚙ Stamina<br><b>Melee or Ranged</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 3dW + double level damage.<br><b>Miss</b> This power is not expended.<br><b>Special</b> You can use <i>death blow</i> multiple times a day, spending 1 Stamina each time. | <b>Hard Hitting</b> ▲ Encounter<br><b>No Action</b> ▲ Impetus<br><b>Trigger</b> You damage an enemy with a basic or at-will attack<br><b>Effect</b> The target takes an additional 1dW damage.<br><i>Level 7</i> The target is also off-guard until the end of their next turn. <i>Level 17</i> The target is off-guard (save ends). <i>Level 27</i> 2dW damage instead.<br><b>Special</b> You can use <i>hard hitting</i> multiple times a day, spending 1 Impetus each time. |
|  1/33                                                                                                                                                                          | Fighter<br>• Martial  2/33                                                                                                                                         | Fighter Level 1<br>• Martial, Weapon  3/33                                                                                                                                                                                             | Fighter Level 1<br>• Martial  4/33                                                                                                                                                                                                                                                                                                                                                          |
| <b>Arrow Flight</b> At-Will<br><b>Standard Action</b><br><b>Ranged</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 2dW + level damage and the target is off-guard until the start of your next turn.<br><i>Level 21</i> 3dW + level damage instead. | <b>Axe Grind</b> At-Will<br><b>Standard Action</b><br><b>Melee</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 2dW + double level damage and push the target 1 square.<br><i>Level 21</i> 3dW + double level damage instead.              | <b>Bolt from the Blue</b> At-Will<br><b>Standard Action</b><br><b>Ranged</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 2dW + double level damage.<br><b>Effect</b> Shift 1 square before making the attack.<br><i>Level 21</i> 3dW + double level damage instead.                                           | <b>Careful Slice</b> At-Will<br><b>Standard Action</b><br><b>Melee</b> weapon, one target<br><b>Attack</b> vs Reflex<br><b>Hit</b> 1dW + level damage.<br><i>Level 21</i> 2dW + level damage instead.                                                                                                                                                                                                                                                                          |
| <input checked="" type="checkbox"/> 🖐 <i>Longbow</i> 1d10 damage<br>(Ranged 20/40, Loading free)                                                                                                                                                                | <input checked="" type="checkbox"/> 🖐 <i>Hatchet</i> 1d8 damage<br><input checked="" type="checkbox"/> 🖐 <i>Battleaxe</i> 1d10 damage<br><input checked="" type="checkbox"/> 🖐 <i>Greataxe</i> 1d12 damage                                            | <input checked="" type="checkbox"/> 🖐 <i>Crossbow</i> 1d8 damage<br>(Ranged 15/30, Loading swift)<br><input type="checkbox"/> 🖐 <i>Elite crossbow</i> 1d10 damage<br>(Ranged 15/30, Loading swift)                                                                                                                        | <input checked="" type="checkbox"/> 🖐 <i>Dagger</i> 1d6 damage<br>(Melee 1 or Ranged 5/10)<br><input checked="" type="checkbox"/> 🖐 <i>Misericorde</i> 1d8 damage<br>(Melee 1 or Ranged 5/10)<br><input checked="" type="checkbox"/> 🖐 <i>Rapier</i> 1d10 damage                                                                                                                                                                                                               |
| Armament Level 1<br>• Bows, Weapon  5/33                                                                                                                                     | Armament Level 1<br>• Axes, Weapon  6/33                                                                                                                         | Armament Level 1<br>• Crossbows, Weapon  7/33                                                                                                                                                                                        | Armament Level 1<br>• Light Blades, Weapon  8/33                                                                                                                                                                                                                                                                                                                                          |

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| <b>Cleaving Slice</b> At-Will                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <b>Double Attack</b> At-Will                                                                                                                                                                                                                                                                                                                                                                            | <b>Flail About</b> At-Will                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <b>Hammerfall</b> At-Will                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Standard Action</b><br><b>Melee</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 2dW + double level damage. An enemy adjacent to the target takes 1dW damage.<br><b>Level 21</b> 3dW + double level damage instead. An enemy adjacent to the target still takes 1dW damage.<br><hr/> <input checked="" type="checkbox"/>  <i>Sickle</i> 1d8 damage<br><input checked="" type="checkbox"/>  <i>Scythe</i> 1d10 damage<br><input checked="" type="checkbox"/>  <i>Longsword</i> 1d10 damage<br><input checked="" type="checkbox"/>  <i>Greatsword</i> 1d12 damage | <b>Standard Action</b><br><b>Requirement</b> Must have a melee weapon in each hand<br><b>Melee</b> weapon, two targets<br><b>Attack</b> vs AC<br><b>Hit</b> 1dW + level damage.<br><b>Level 21</b> 2dW + level damage.<br><b>Special</b> Each attack must be with a different melee weapon and against a different target.                                                                              | <b>Standard Action</b><br><b>Melee</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 2dW + double level damage. Then shift 1 square.<br><b>Level 21</b> 3dW + double level damage instead.<br><hr/> <input checked="" type="checkbox"/>  <i>Light flail</i> 1d10 damage<br><input checked="" type="checkbox"/>  <i>Heavy flail</i> 1d12 damage                                | <b>Standard Action</b><br><b>Melee</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 2dW + double level damage.<br><b>Miss</b> Target takes 1dW damage.<br><b>Level 21</b> 3dW + double level damage instead.<br><hr/> <input checked="" type="checkbox"/>  <i>Light pick</i> 1d6 damage<br>(Melee 1 or Ranged 5/10)<br><input checked="" type="checkbox"/>  <i>Warhammer</i> 1d10 damage<br><input checked="" type="checkbox"/>  <i>Maul</i> 1d12 damage |
| Armament Level 1<br>• Heavy Blades, Weapon  9/33                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | Armament Level 1<br>• Weapon  10/33                                                                                                                                                                                                                                                                                  | Armament Level 1<br>• Flails and Chains, Weapon  11/33                                                                                                                                                                                                                                                                                                                                                                                                                     | Armament Level 1<br>• Picks and Hammers, Weapon  12/33                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Shillelagh</b> At-Will                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <b>Sling of Misfortune</b> At-Will                                                                                                                                                                                                                                                                                                                                                                      | <b>Spear Discipline</b> At-Will                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <b>Staff Sweep</b> At-Will                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Standard Action</b><br><b>Melee</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 2dW + double level damage and the target is dazed until the end of their next turn.<br><b>Level 21</b> 3dW + double level damage instead.<br><hr/> <input checked="" type="checkbox"/>  <i>Club</i> 1d8 damage<br><input checked="" type="checkbox"/>  <i>Greatclub</i> 1d10 damage<br><input checked="" type="checkbox"/>  <i>Light mace</i> 1d10 damage<br><input checked="" type="checkbox"/>  <i>Heavy mace</i> 1d12 damage                                        | <b>Standard Action</b><br><b>Ranged</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 1dW + level damage. Target's speed is reduced by 2 (save ends).<br><b>Level 21</b> 2dW + level damage instead.<br><hr/> <input checked="" type="checkbox"/>  <i>Sling</i> 1d6 damage<br>(Ranged 10/20, Loading free) | <b>Standard Action</b><br><b>Melee</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 2dW + double level damage. Any ally adjacent to the target can shift 1 square.<br><b>Level 21</b> 3dW + double level damage instead.<br><hr/> <input checked="" type="checkbox"/>  <i>Shortspear</i> 1d8 damage<br><input checked="" type="checkbox"/>  <i>Longspear</i> 1d12 damage | <b>Standard Action</b><br><b>Melee</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 2dW + level damage. Target must save or fall prone.<br><b>Level 21</b> 3dW + level damage instead.<br><hr/> <input checked="" type="checkbox"/>  <i>Quarterstaff</i> 1d10 damage                                                                                                                                                                                                                                                                                                                                                         |
| Armament Level 1<br>• Maces and Clubs, Weapon  13/33                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | Armament Level 1<br>• Slings, Weapon  14/33                                                                                                                                                                                                                                                                        | Armament Level 1<br>• Spears and Lances, Weapon  15/33                                                                                                                                                                                                                                                                                                                                                                                                                   | Armament Level 1<br>• Staffs, Weapon  16/33                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |

|                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                      |
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| <b>Second Wind</b> Daily<br><b>Free Action</b><br><b>Requirement</b> You have already taken the Rally action this encounter.<br><b>Effect</b> You may take the Rally action again (when you spend the relevant action to do so).<br><br>Skill (Endurance) Level 2  17/33 | <b>Bullheaded</b> Encounter<br><b>Interrupt Action</b><br><b>Trigger</b> You are hit by an attack.<br><b>Effect</b> You gain 5 temporary hit points.<br><i>Level 11</i> 10 temporary hit points.<br><i>Level 21</i> 15 temporary hit points.<br><br>Skill (Endurance) Level 2  18/33 | <b>I Don't Think So</b> Encounter<br><b>Reaction Action</b><br><b>Trigger</b> You have just gained a save-ends condition.<br><b>Effect</b> Make a saving throw against the condition immediately.<br><br>Skill (Endurance) Level 2  19/33                                               | <b>Take the Hit</b> Encounter<br><b>Interrupt Action</b><br><b>Trigger</b> An adjacent ally is hit by an attack that did not hit you.<br><b>Effect</b> You are hit by the attack instead of your ally.<br><i>Level 16</i> you also only take half damage from the attack.<br><br>Skill (Endurance) Level 2  20/33 |
| <b>Brother of Jackals</b> ▲ Encounter<br><b>Standard Action</b> ▲ Impetus<br><b>Melee</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 4dW + double level damage<br><br>Fighter Level 3<br>• Martial, Weapon  21/33                                         | <b>Companion to Owls</b> ▲ Encounter<br><b>Standard Action</b> ▲ Impetus<br><b>Melee or Ranged</b> weapon, one target<br><b>Attack</b> +2 vs Reflex<br><b>Hit</b> 3dW + double level damage.<br><br>Fighter Level 3<br>• Martial, Weapon  22/33                                    | <b>Cutting Defense</b> ▲ Encounter<br><b>Standard Action</b> ▲ Impetus<br><b>Melee</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 3dW + double level damage. The target is rattled until the start of your next turn.<br><br>Fighter Level 3<br>• Martial, Weapon  23/33 | <b>Heavy Blow</b> ▲ Encounter<br><b>Standard Action</b> ▲ Impetus<br><b>Melee or Ranged</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 3dW + double level damage and slowed (save ends).<br><br>Fighter Level 3<br>• Martial, Weapon  24/33                                                        |

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| <b>Knight's Leap</b> ▲ Encounter<br><b>Move Action</b> ▲ Impetus<br><b>Melee</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 2dW + level damage.<br><b>Effect</b> Before making the attack, move up to your speed. After the attack, you may move the remainder (if any).<br><br>Fighter Level 3<br>• Martial, Weapon | <b>Rain of Blows</b> ▲ Encounter<br><b>Standard Action</b> ▲ Impetus<br><b>Near</b> burst 1, all enemies<br><b>Attack</b> vs AC<br><b>Hit</b> 3dW + level damage.<br><br>Fighter Level 3<br>• Martial, Weapon | <b>Sneaky Trip</b> ▲ Encounter<br><b>Standard Action</b> ▲ Impetus<br><b>Melee or Ranged</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 2dW + double level damage and the target falls prone.<br><br>Fighter Level 3<br>• Martial, Weapon                                                                                                                                             | <b>Devil Takes His Own</b> ☉ Daily<br><b>Standard Action</b> ☉ Stamina<br><b>Melee or Ranged</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 4dW + double level damage. If this attack reduces the target to 0 HP, this power is not expended and you get 1 Stamina back.<br><br>Fighter Level 5<br>• Martial, Weapon |
| <b>Forked Attack</b> ☉ Daily<br><b>Standard Action</b> ☉ Stamina<br><b>Melee</b> weapon, one or two targets<br><b>Hit</b> 3dW + double level damage.<br><b>Miss</b> Half damage.<br><b>Special</b> Make two attacks against one enemy or one attack each against two enemies.<br><br>Fighter Level 5<br>• Martial, Weapon         | <b>Nameless War</b> ☉ Daily<br><b>Swift Action</b> ☉ Stamina<br><b>Self</b><br><b>Effect</b> At the end of your turn, all adjacent enemies take 1dW damage.<br><br>Fighter Level 5<br>• Martial, Stance       | <b>The Four Deaths</b> ☉ Daily<br><b>Standard Action</b> ☉ Stamina<br><b>Melee</b> weapon, one target<br><b>Attack</b> vs AC<br><b>Hit</b> 1dW + level damage.<br><b>Effect</b> Make a secondary attack against the same target for each of:<br>vs Fortitude — 1dW + level damage.<br>vs Reflex — 1dW + level damage.<br>vs Will — 1dW + level damage.<br><br>Fighter Level 5<br>• Martial, Weapon | <b>Ways and Means</b> ☉ Daily<br><b>Standard Action</b> ☉ Stamina<br><b>Effect</b> Make an at-will weapon attack. You may then sheathe a weapon and draw a weapon. Make an at-will weapon attack.<br><br>Fighter Level 5<br>• Martial, Weapon                                                                                     |

## Shake it Off

Encounter

### Counter Action

#### Self

**Trigger** You would make a saving throw against an effect.

**Effect** You pass the saving throw automatically.

Skill (Endurance) Level 10

• Martial



33/33

Fighter Feats

|                                                                                                                                |
|--------------------------------------------------------------------------------------------------------------------------------|
| <b>Violent Opportunist</b><br>+1dW damage on each opportunity attack.                                                          |
| <b>Violent Charger</b><br>+1dW damage when you attack during a charge.                                                         |
| <b>Accurate Opportunist</b><br>+2 to attack rolls when making an opportunity attack.                                           |
| <b>Drag Around</b> After you knock an enemy prone, you may shunt them 1 square.                                                |
| <b>Skill Training</b> REPEATABLE<br>Become trained in a skill of your choice.                                                  |
| <b>Skill Training</b> REPEATABLE<br>Become trained in a skill of your choice.                                                  |
| <b>Skill Training</b> REPEATABLE<br>Become trained in a skill of your choice.                                                  |
| <b>Skill Training</b> REPEATABLE<br>Become trained in a skill of your choice.                                                  |
| <b>Light-Footed Fighter</b> When you hit with an opportunity attack or <i>punish distraction</i> , you may shift 1 square.     |
| <b>Pushy Fighter</b> When you hit with an opportunity attack or <i>punish distraction</i> , you may shunt the target 1 square. |

Endurance Talents

|                                                                                                                                                                                   |
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| <b>Bullheaded</b> ENDURANCE<br>Add <i>Bullheaded</i> to your powers.                                                                                                              |
| <b>I Don't Think So</b> ENDURANCE<br>Add <i>I don't think so</i> to your powers.                                                                                                  |
| <b>Second Wind</b> ENDURANCE<br>Add <i>Second wind</i> to your powers.                                                                                                            |
| <b>Shake It Off:</b> ENDURANCE<br>Add <i>Shake it off</i> to your powers. <i>Requires Level 10 or higher</i>                                                                      |
| <b>Take the Hit</b> ENDURANCE<br>Add <i>Take the hit</i> to your powers.                                                                                                          |
| <b>Mettle</b> ENDURANCE If an attack against your Fortitude defense misses, you may ignore any effect it has on a miss.                                                           |
| <b>Tower of Will</b> ENDURANCE If an attack against your Will defense misses you, you may ignore any effect it has on a miss.                                                     |
| <b>Confident Endurance</b> ENDURANCE Once per encounter, you may reroll an Endurance check and take the higher result.                                                            |
| <b>Purified Body</b> ENDURANCE You can hold your breath for 12 hours. You can go without food and drink for 12 weeks. <i>Level 21</i> , You do not need to eat, drink or breathe. |

 **Trull** Ancestry

Medium natural humanoid

**Speed** 6 squares

**Languages** ☒ Common, one of:  
☐ Deep Speech ☐ Giant ☐ Goblin

**Powerful Build** +2 to escape a grapple. When you are the target of an effect that varies based on the target's size, you may choose to be treated as size Large.

**Darkvision** You can see in darkness or dim light as if it were bright light.

**Ancestry Feat** Add a trull feat.

**Ancestry Talent** Add a trull talent.



Trull Feats

|                                                                                                                                                                                                 |
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| <b>Versatile Stride</b><br>Ignore difficult terrain.                                                                                                                                            |
| <b>Unmoved</b> You may reduce any unwilling movement you are subject to by 1 square. When you would fall prone as the result of an attack, make a saving throw – on a success, you do not fall. |
| <b>Resilience</b> Your recovery value increases by +3. <i>Level 11</i> , +4 instead. <i>Level 21</i> , +5 instead.                                                                              |
| <b>Great Fortitude</b><br>+2 Fortitude. <i>Level 11</i> , +3 instead. <i>Level 21</i> , +4 instead.                                                                                             |

Trull Talents

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| <b>Cull the Weak</b> TRULL<br>Add <i>Cull the weak</i> to your powers.   |
| <b>Blinding Mucus</b> TRULL<br>Add <i>Blinding mucus</i> to your powers. |
| <b>Violent Rush</b> TRULL<br>Add <i>Violent rush</i> to your powers.     |
| <b>Farstrider</b> TRULL<br>Add <i>Farstrider</i> to your powers.         |
| <b>Stomp</b> TRULL<br>Add <i>Stomp</i> to your powers.                   |
| <b>Fast Recovery</b> TRULL<br>You can Rally as a swift action.           |

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|
| <b>Blinding Mucus</b> Encounter                                                                                                                                                             | <b>Cull the Weak</b> Encounter                                                                  | <b>Farstrider</b> Encounter                                                                   | <b>Stomp</b> Encounter                                                                                                           |
| <b>Standard Action</b><br><b>Ranged</b> 5, one creature<br><b>Attack</b> vs Reflex<br><b>Hit</b> The target is blinded until the end of your next turn.                                     | <b>Standard Action</b><br><b>Effect</b> Make two basic attacks against the one bloodied target. | <b>Move Action</b><br><b>Self</b><br><b>Effect</b> Shift up to your speed.                    | <b>Standard Action</b><br><b>Near</b> burst 1, all creatures<br><b>Attack</b> vs Fortitude<br><b>Hit</b> The target falls prone. |
| Trull  1/5                                                                                                 | Trull  2/5   | Trull  3/5 | Trull  4/5                                    |
| <b>Violent Rush</b> Encounter                                                                                                                                                               |                                                                                                 |                                                                                               |                                                                                                                                  |
| <b>Free Action</b><br><b>Self</b><br><b>Trigger</b> You hit with an attack.<br><b>Effect</b> The attack does +1dW damage. If the attack was not with a weapon, it does +1d8 damage instead. |                                                                                                 |                                                                                               |                                                                                                                                  |
| Trull  5/5                                                                                               |                                                                                                 |                                                                                               |                                                                                                                                  |