

## WULFGAR - PLAYERS GUIDE

"SPARE ME YOUR NOBILITY OR YOUR PRECIOUS HONOUR.  
SHOW ME YOUR TRUE STRENGTH AND FACE THE RAGE OF THE GODS."

### THE WORLD OF SKARA.

This Players Guide is designed to give you a feel for the basic world setting, some of the geography, history and knowledge your character knows (It is by no means set in stone).

It also contains some basic information on your character and rules you might find useful. It is not essential to memorise it, but please keep it handy for the game.

### INTRODUCTION.

*Your life began in a pampered and golden haze. Your father was a Thane, a noble warrior to Lord Oysten, your mother his cook, the one who prepared the feasts for when warriors won their victories, or visited from far off domains. You were raised in the warmth and sweetness of the kitchen or the dark comfort of the Lord's Mead Hall. Your days often consisted of stealing sweetmeats and treats from the kitchen, sleeping on the warm floors, and listening to your father tell you tales from the heroic days of the Exodus. Tales of honour, humility and how Skaran walked hand in hand with the Seven Gods to escape the dread wraith of the Ebon.*

*Your life changed forever when a group of warriors, claiming patronage from the far off court of Torsang, came to challenge your Lord's own Thanes in contests of bravery and skill. Their skill was indeed great, but at the games your Lord's warriors prevailed and narrowly beat the visitors. To celebrate the skill of both sides, a great feast was held. Your mother laboured for two days, and the hall was filled with food, tales and laughter. The leader of the warriors, a Thane known as Koll had produced a bottle of ancient wine. He claimed it was a treasure saved from days of the Exodus. He boldly declared that the High Lord of Torsang had presented him this gift, to be given to the leader of any Warriors that had proven their skill exceeded that of his own Thanes. Honour amongst Skaran being what it was, you watched as all the brave warriors you idolised, your Lord and indeed your own father drank from the wine. You still remember your father's shouts of horror at the betrayal, the sights etched in your brain as one by one eyes turned white when the poisoned wine robbed each victim of his life. Those that refused to fall to the tainted wine still fell as the warriors they had welcomed in friendship butchered them before most could even reach their weapons.*

*You may have been only a child but you realised that vengeance would have to wait, you were no warrior to fight against butchers such as this, even if they were base cowards with no honour. With no resolution as to the state of the rest of the household (including your own mother), you found yourself taken from the Mead Hall and sold into slavery as one would sell a low criminal.*

*The next six years of your life were sold to the Kaupmadur, a guild of traders who ply the dangerous routes between the wilderness and the glowing beacons of civilization. It was tough, but bolstering work. At first working as a loader, and tending horses, your work was long, physically exhausting and repetitive. You saw much of the Skaran world with these people, and shared many adventures, hardships and dangers with them. Eventually you found yourself looking upon them as a surrogate family. Indeed in your fights against brigands, wild beasts and Orcad raiders, you did so well that you gained the friendship of the young warrior Thorkekin, son of the head of the Kaupmadur Finvild. When you had earned enough to buy your freedom, nowhere had any life for you anymore but amongst these proud traversers of the wild. You became Blood-Tied with Thorkekin, and his family accepted you as if you were born of their own.*

*That all changed, two years ago with the second great betrayal of your life. One night in nearby Falun city, you were waiting for the caravan to leave town when you spotted a cloaked figure entering Finvild's caravan. You snuck over to catch the thief, only to be surprised to see that he was expected. You watched as Finvild embraced the warrior, who you recognised as one of the men who followed the butcher Koll, who years before had twisted his sword blade in your Father's gut as the poisoned wine ravaged him. You watched as they embraced as friends, laughing over matters of the past, and you overheard how the Kaupmadur had paid for the death of your old life. Unsure, and uncaring of why, a deep and intense anger washed over you and you raced in to the caravan and left none alive there, your ties of blood slaughtered in the dark. As you left the site of the murder, you saw Thorðelin, roused by the sound of fighting approach, and having no wish to fight him; you turned and fled, knowing as you did so, that you would never be welcome amongst the Kaupmadur again.*

*The rage within did not die with your deeds that night, indeed the ease with which you meted out your vengeance seemed too simple, until you came across the Rageblood Skard. He found you in the wilderness, and taught you much, to harness your rage, to make it a holy thing, to dedicate it to Atienos and the will of the Seven, to make you the warrior equal to ten normal men. He also taught you how to survive in a wilderness away from the fire of the Caravan, how not fear what waited in the dark outside of the firelight. Selflessly you followed your master and dedicated yourself to his teachings and together spent the next two years of your life training and learning at his side.*

*When you heard of bandits attacking the farms near where your wanderings had taken you, your master decided that these would make worthy sport to test his teachings in you. After two days searching you found the remains of a Caravan that had been attacked. You saw instantly that these were no normal brigands. Arrows and marks of flame attributed to their strange weaponry, and the military nature of their ambush suggested a man of some skill lead their assaults. Stranger still, the caravan attacked seemed to hold soldiers, indeed men wearing the livery of the nearby city of Kiruna.*

*Two warriors remained alive, one, obviously their leader, his death near, a strange arrow piercing his side, and the sickly fire of poison burning in his blood. The other, young Thorðelin, injured but standing over the body of the man, the Lord Theldred. How you young Kaupmadur had ended up here, as a warrior in these woods has not yet been answered. Though words clearly needed speaking between you both, he would not turn from his duty to his Lord, and ordered you and Skard to help him take the Lord Theldred to the nearby farmstead belonging to a man by the name of Odger.*

*Together you lifted the wounded warrior and delivered him to the nearest farmstead, knowing that he should not die alone in the Orchards. Thorðelin collapsed from his wounds when you arrived at the Odger's farm. Master Skard surprised you, and leaving you behind he has ordered you to stay with Thorðelin, until he returned. Two days have now passed, and no word. You begin to wonder if something has happened, if you should break your word and venture out to find Skard.*

*As you are considering this, the farm master, Odger informs you that others have arrived looking for the warriors you saved, and wish your aid.*

## HISTORY AS WUFGAR KNOWS IT.

*"Long ago, the God's created the world, and the races lived together in harmony. There was a great Golden Empire.*

*Then the Ebon came, turning race against race, and all against Humans.*

*We nearly died. Then the Seven Gods came to save us.*

*They led us away on a Great Exodus across many lands and places, before finding our new home, protected against the Ebon for now by the Sea of Storms.*

*The God's left, warning us that this was just a reprieve. We are to build our strength and gather our skill for when the Storm has died we must take the fight to our eternal foe.*

*From the city of first landing the Skaran people as we now called ourselves, spread across our new home. The Brethren led us, and they eventually chose a King to rule us. Each domain has its own Lord, but all bow to the Brethren and the King.*

*Hereca chose to do differently, and sought dominion over all. He was cast down, his army scattered to the north where they became cursed by the Seven into the foul Orcad.*

*Since then, the Orcad have occasionally warred against the Skaran people, and the Skaran people have occasionally sent warriors across the mountains to try to wipe the cursed ones out.*

*Ever since the Skaran have seen Kings, Heroes and setbacks come and go, Domains have spread and fallen, however, as a people, the Skaran have prospered and prepared slowly for their destiny."*

## SKARAN SOCIETY

*While living in Skaran society it is important to realise the differences between social ranks. The ranks do vary depending upon a multitude of factors from the Sex of the peoples involved, to the Domain in which one resides, however the basic view of social ranking is as follows.*

*Slave > Freeman > Thane > High Thane > Lord > High Lord > King.*

*While all who are pure Skaran born are born Free, criminals are often punished by becoming indentured for a period of time to suit their crime. Others sell themselves into slavery for a period to help provide for themselves or their families. Owning a slave is considered a charge of honourable trust, and the one who owns the slave must ensure their living in return for their labour.*

*Another unique trait to Skaran society is the simple fact that in theory at least, none may obtain rank just through the privilege of his birth. Recognised as a failing from the last days of the Great Empire, those who wish for power must prove to their superiors their worth for the task.*

*It is important to also realise that not everyone fits neatly into these organised structures, and some different groups have slightly differing titles for these social ranks. For example, all Brethren are considered by most to be at least at Thane level, though technically they often step outside this ranking system entirely.*

## THE KAUPMADUR.

*The Kaupmadur are basically a society of traders who travel from city to city and domain to domain. They alone are the ones who have the maps of the wilderness, and then only their own trade routes. Without them travel between cities is often treacherous, and trade is almost none existent.*

*The Kaupmadurs are based around individual groups known as families. They work much like a guild, but membership is for life, and once you join you can not leave except through bloodshed. Once you have left however, you may never re-join or join a different family.*

*Unlike most of the Skaran people, they have little time for the play thing of honour, and are capable of being quite political and devious.*

## THE SEVEN AS WULFOAR KNOWS THEM

The Skaran worship the Seven Gods, Faith is a vital part of Skaran culture.

### ALVANDIA - THE RIVER.

*Alvandia created everything; she is the Goddess who created us all.  
She is above us, and rarely answers our calls.*

### ASKAN - THE STORM.

*Askān is a warrior God, the one who saved us first from the Ebon.  
He is a strong warrior with a spear of lightning and no mercy for his enemies.*

### ATIENOS - THE WILD RAGER.

*A bull of a man, wild with rage, Atienos was the only God who could out fight Askān in combat.  
He is the god of Nature, and creates many wild beasts to test his beloved warrior's abilities, and  
has a keen love of the wild and primal. You have learnt to tap into his never ending rage and use it  
to drive your abilities far beyond that of a mortal soldier. He is a worthy God to follow.*

### ELANGTIA - THE GREAT GIFT.

*Elangtia is radiant, beautiful and faithful. Her gifts to the Skaran are plentiful.  
Her best gifts are that of fire to drive away the darkness, and the horses to speed our passage.  
Worship her by never riding a horse into a battle.  
What we fight to protect.*

### LAGETAN - THE BLOODIED FUNE.

*Lagetan is a scholar, and powerful with the secrets of Magic to command.  
It is said that anything written becomes his knowledge, but with the taint of Magic in his blood,  
can he be far from the cloth the Ebon was cut from?*

### KORANDIA - MISTRESS OF RAVENS.

*The Mistress of Ravens is insane. Sometimes she will help those who ask her, but normally some  
foul price is expected for such a boon. Ravens are her eyes and ears, and she feasts on the dead.  
Deal with her rarely and only when necessary.*

### OGIMOS - THE FINAL WATCHER.

*Never ever utter his name, a warrior who feared death, and so became him.  
It is said to call for him will make him appear. He waits until he can trick some poor fool into  
taking his position as the guardian of the afterlife, always looking in to this world, but never  
allowed to feel its fire.*

## RACES OF THE SKARAN ISLE AS WULFOAR KNOWS THEM

### THE SKARA [SK-AR-A]

*The main people of the campaign, the Skara are a race of humans who dominate the Isle. They are roughly five to six foot in height, and fair skinned. They are the chosen of the Gods.*

### THE ORCAD [OR-C-AD]

*Those who followed Hereca fled north, over the mountains, cursed by the Seven they have changed dramatically. They are basically humanoid in appearance, slightly shorter than the Skaran's. Their skin is dark in colour to match their dark hearts. They often have long lank hair, normally black, though red and white are also in evidence. They have powerful jaws, and short pronounced tusk like fangs from their lower jaws that show off their bestial nature.*

*Some are now accepted in northern domains as mercenaries.*

### THE KUZD [KUZ-UD]

*You have heard of these creatures, but all reports are conflicting, traders from across the Seas, they are said to be short, stocky, are know to be stronger than your average man. They have skin the colour of slate and no body hair.*

### THE MELIAI [MEL-S-I]

*Rumoured to live in the deep woods, these are extinct if they ever existed.*

*They were rumoured to be beautiful, bewitching and powerful with strange magic.*

### THE UERDO [UR-CO]

*More fairy stories, these great stone skinned giants are children's fables, nothing more. Known to be eight to ten feet tall and stronger than oxen, they are apparently to be found deep in the northern mountains.*

### THE SKRATTA [SK-RA-TA]

*These vermin are found almost everywhere outside of the more civilised areas. They are short (about 3 foot high maximum), and have earth coloured skin. They are bald, producing no hair, and often naked, or wearing rags. They are fast breeders, and you'll rarely find one alone. They are know for attacking their foes they in swarms and occasionally raiding villages, farms and caravans in the night for food or goods. They are easily distracted and scare easily. They like shiny things, but prefer meat over most treasure. They are animals, ungodly and a pest best erased.*

## GEOGRAPHY OF THE SKARAN ISLE AS WULFGAR KNOWS.

The Isle.

*The Skaran lands are basically a large landmass surrounded by water, with several smaller isles. A mountain range rings off the North Western corner of the land and it is here that the wild **Orcad** roam.*

*Sea of Storms: This whirling living sea surrounds the entire Skaran Isles. It is supposed to have been raised by the Gods.*

*Storfald: Known as the city of landing, it is here the Great Exodus ended, and the King and the Council of Brethren reside. Here most of the Kaupmadur families have their main bases.*

*Nordun, Torsang, Borslang, Enbacka, Milsun, Falun.*

*The six domains of the Skaran, Each of the domains are governed by a series of Thanes, Lords and finally the High Lord. Each owes allegiance to Storfald, and not necessarily each other...*

*Falun: The domain the adventure takes place within. It is the youngest of the seven domains of the Skaran, and is located on the southern edge of the Skaran lands. It was created almost two hundred years in the past, and has expanded to three main cities, farms and small villages.*

*Falun City: The principal city of the Falun domain, here resides the High Lord.*

*Bodun: The southern most city of Falun and the smallest, it is a small fishing and trading port, and nearby hosts a large group of farm lands known as the Orchards.*

*The Orchards: This strip of Orchard farms runs for acre after acre, over twenty different settlements across the southern cliff grow fruit which is traded and ate or drank by most in Falun, and across the rest of the isles.*

*Kiruna: The second of the three cities of Falun, here the great merchant houses dwell.*

*The Wilderness: It is worth noting that most Skaran, while brave, will not venture the wilderness without care. Life in the wilderness can be dangerous, short. The Kaupmadur hold some sway here, but few are the true masters of the Wild.*

SOME PEOPLE WULFGAR KNOWS.

**LORD THELDRED**

*The man you found injured, Lord Theldred has been Lord Governor of Bodun City for twenty years. You know little about him or his rule.*

**LADY ESTRID.**

*The Lady Estrid, a flame of red hair and a beauty like that of a flame is Lord Theldred's daughter. She has come to Odger's farm to discover what has happened to her father.*

**THORKELIN (WILL)**

*A warrior, who was once one of the Kaupmadur, now serves with the Lord Theldred. There are strong ties between you still, and you have memories of his honour and his friendship, indeed you once called him brother. You can not tie him with the lies of Firvald or link him with the butchers led by Koll, however you still have unfinished business between you both, for good or for ill.*

**SKALD.**

*A Wild Rager, Skald follows the path of Atienos and has become your tutor, friend and master for the last two years. Although often silent and distracted amongst groups, the two of you together have made a great team during your journeys around Falun. What has befallen your master you can not guess? Indeed you have yet to see any who could defeat him in combat.*

**ODGER.**

*A land owner, who owns his own small farming commune in the eastern edges of the Orchard Lands, Odger is nothing if not friendly and welcoming of guests. He is a typical Skaran, hard working, God fearing, and honourable to his duties.*

## **Barbarian Powers Sheet**

### **Role: Striker.**

Wulfgar uses his twin weapons, and his high mobility to deal serious damage to his enemies, preferably as many as possible, as quickly as possible. His physical power and daunting presences causes your foes to rightfully fear you. As a devoted follower of **Atienos** over the rest of the Seven, you have been blessed with the ability to channel his never ending rage, which are beyond what any normal warrior could handle, or endure.

### **Power Source: Primal.**

While your powers come from Atienos, his power is Primal in force itself, and your powers are fed by you connection not only to that of your God, but also by your link to the land and nature itself.

### **Armour Proficiencies:**

Wulfgar is trained in wearing Cloth, Leather or Hide armour.

If you don armour you have not been trained in you take a -2 penalty to all attack rolls and -2 to your reflex defence.

### **Weapon Proficiencies:**

Wulfgar is trained in all simple weapons.

You can use any weapon without proficiency, however when wielding a weapon you are proficient in you gain the weapons proficiency bonus (normally +2 or +3) to your attack rolls.

## **Class Features.**

### **Barbarian Agility**

While you are not wearing heavy armour, you gain a +1 bonus to AC and Reflex.

### **Whirling Slayer.**

You gain the *Whirling Lunge* power, and you can wield a one-handed weapon in your offhand and treat it as an off-hand weapon.

In addition, once per round when your attack bloodies an enemy, you can shift 2 squares as a free action and each enemy adjacent to you at the end of the shift grants combat advantage to you until the end of your next turn.

### **Rampage**

Once per round, when you score a critical hit with a barbarian attack power, you can immediately make a melee basic attack as a free action.

You do not have to attack the same target that you scored a critical hit against.

## **Feats.**

**Skill Training (Intimidate):** You are trained in the Intimidate Skill.

**Two Weapon Fighting:** While using a melee weapon in each hand you gain a +1 bonus to all damage rolls made with those weapons.

**Two Weapon Defence:** While using a melee weapon in each hand you gain a +1 shield bonus to AC and Reflex Defence.

## **Skills.**

You are trained in Athletics, Acrobatics, Endurance, Intimidate & Nature.



## **Barbarian Powers.**

### **At will powers.**

#### **Foe to Foe: Barbarian Attack 1**

*As you strike an enemy down, it just gets you more focused on the next kill...*

**At-Will: Primal, Weapon.**

**Standard Action: Melee Weapon.**

**Target:** One Creature

**Attack:** Strength vs. AC.

**Hit:** 1[W] + Strength modifier damage. If you have reduced at least one non-minion enemy to 0 hp during this encounter, this attack deals an extra 1d8 damage.

**Rage:** While in a rage, this damage increases to 1d10.

#### **Pressing Strike: Barbarian Attack 1**

*No foes can tie you down, you move where you wish though the battle.*

**At-Will: Primal, Weapon.**

**Standard Action: Melee Weapon.**

**Target:** One Creature

**Attack:** Strength vs. AC.

**Effect:** Before your attack, you shift 2 squares. You can move through an enemy's space during the shift, but can not end there.

**Hit:** 1[W] + Strength Modifier damage and you push the target one square.

**Rage:** While raging, this power deals an extra 1d6 damage.

#### **Whirling Rend: Barbarian Attack 1**

*Striking out in two directions, you cause two of your foes to bleed...*

**At-Will: Primal, Weapon.**

**Standard Action: Melee Weapon.**

**Target:** One Creature

**Attack:** Strength vs. AC.

**Requirement:** You must be wielding two weapons.

**Hit:** 1[W] + Strength Modifier damage, and an enemy adjacent to you other than the target takes 1[W] damage from your off hand weapon.

**Rage:** While raging you can add your Dexterity modifier to the damage of both attacks.

## Encounter powers

### **Whirling Lunge:** Barbarian Feature

*As you strike down your foolish foe, you whirl into the enemy ranks.*

**Encounter:** Primal, Weapon.

**Free Action:** Melee 1.

**Trigger:** Your attack reduces an enemy to 0 hp.

**Effect:** You shift 2 squares and then deal 1[W] damage from your off hand weapon to any adjacent foe that you can see.

### **Whirling Frenzy:** Barbarian Attack 1.

*Someone will bleed after every strike, either you or your enemy.*

**Encounter:** Primal Weapon.

**Standard Action:** Close Burst 1.

**Target:** Each creature in burst.

**Attack:** Strength vs. AC or Reflex (Your choice).

**Requirement:** You must be wielding two melee weapons.

**Hit:** 1[W] + 1 [W] off hand weapon + Strength modifier damage.

**Miss:** You take 1d6 damage, with no modifiers.

### **Savage Growl:** Barbarian Utility 2.

*If your attack wasn't enough to get your foe's attention, your growl of feral rage can not be ignored...*

**Encounter:** Primal.

**Free Action.** Personal

**Target:** An enemy you've just hit.

**Trigger:** You hit an enemy, but don't reduce him to 0 hit points.

**Effect:** You mark the target until the end of your next turn. Until the mark ends, you and the target both deal an extra 1d8 damage against each other.

### **Whirling Step:** Barbarian Attack 3.

*You strike and move over and over, leaving a swath of bleeding enemy in your wake.*

**Encounter:** Primal, Weapon.

**Standard Action.** Melee

**Target:** One creature.

**Attack:** Strength vs AC.

**Requirement:** You must be wielding two melee weapons.

**Hit:** 1[W] + Strength modifier damage.

**Effect:** You shift a number of squares equal to your Dexterity modifier (or 2 at minimum). If the primary attack hits, you deal 1[W] Off-Hand Weapon damage to 1-2 enemies that are adjacent to you at any point during your shift.

## Daily

### **Thunder Hooves Rage: Barbarian Attack 1**

*You smash your axe into a foe, and feel the rage of Atenios enter you, filling you with the rage and strength of a herd of stampeding beasts.*

**Daily:** Primal, Rage, Weapon.

**Standard Action:** Melee Weapon

**Target:** One creature.

**Attack:** Strength vs. AC.

**Hit:** 3[W] + Strength Modifier radiant damage.

**Miss:** Half Damage.

**Effect:** You enter the rage of the Thunder Hooves. Until the rage ends you can move through one or two enemy's spaces during each of your turns. When you do move through an enemy's space, your next attack against them deals 1[W] extra damage.

## *Item powers*

### **Battle Axe of Kurnagur: Magical Item 2**

*This axe was passed down to you from your mentor Skard. It is one of a pair he had made for him, and it has taken many lives. When your training was completed he gave one of the deadly blades to you.*

*The weapon is a vast black iron battle axe with a sharp shining steel beard. In the centre of the blade is a raised symbol of Atenios's rage, an open screaming fanged maw...*

**Weapon:** Battle Axe.

**Enhancement:** +1 to attack and damage rolls.

**Critical:** On a successful critical adds +1d6 damage.

**Properties:** When you use a power that slides the target, you can add this weapons bonus to the amount of squares your target slides.

On a critical hit, the target is automatically knocked prone.

**Power (Daily):** Free Action. When you hit a target with this weapon, slide them one square.

## Quick Play Rules.

### **The Basic Mechanic.**

Roll 1d20 add Modifiers, and see if you beat the target number.

## Combat Quick Rules.

### **Before Combat: Roll your Initiative.**

Roll 1d20 add your Initiative mod from your character sheet, highest goes first.

### **On Your Turn.**

1. Take any ongoing damage.
2. Take your actions.
3. Make any Saving Throws.
4. End your round.

On your turn you make take the following four actions.

### **Standard Action**

*Most basic attacks, taking a Second Wind, or Charging an enemy are examples of a Standard Action.*

*You can trade for either a Minor or a Move action.*

### **Move Action**

*Make a basic move, run, or standing up after being knocked prone.*

*You can trade for a Minor action.*

### **Minor Action**

*Drinking a potion, voluntarily dropping prone, dropping a weapon.*

*Can not be traded in.*

### **Free Action.**

*Make as many as the DM will allow.*

## Attacks.

### **Basic Attacks.**

Basic attacks work by you rolling 1d20 adding your Strength / Dexterity Modifier (Depending on melee / ranged and weapon), adding any proficiency modifiers (you normally get a +2 to hit if your trained with a weapon).

A hit deals the weapons damage, plus normally your Strength modifier.

### **Powers.**

*Your powers cover some special moves you have learnt, but use these as guides. If you want to try something, try it!*

Powers are split into At Will, Encounter and Daily.

At Will powers can be used as often as you like.

Encounter powers normally can be used once per encounter, and you get them back after a short (5 min) rest.

Daily powers can be used once and then you need a good eight hours rest to get them back.

Power types tell you what the power is and what you need to do it.

Most of your powers are 'Arcane', magical in origin, some have 'Implement' meaning that if you have a magical Implement you can use it's bonuses to help you increase the power, 'Thunder' & 'Lightning' are damage types, and certain creatures are more or less vulnerable to these.

Most powers tell you what damage they do on a hit as 1[W] meaning it does the weapons normal damage.

2[W] means you roll the damage dice twice, and add together, 3[W], three times normal damage and so on.

Some powers, (normally Daily powers) can deal damage, or have special effects on a Miss. Make sure to read the power to be sure.

### **Defences.**

You have four defences, Armour Class, Reflexes, Willpower and Fortitude.

This is what the enemy targets to hit you, and assumes you are dodging and so forth.

You can increase these by spending a Standard Action to go Total Defence.

### **Holding an Action.**

To hold your action, you must declare what will trigger your action to start, i.e.: I want to charge the enemy when they move past that rock. If you do this you can interrupt an enemy's action. If you change your mind, or alter your trigger, you can still act when you wish, but if you go on the same initiative as an enemy you go after them.

### **Critical.**

On a natural 20 on any attack, you automatically deal maximum possible damage.

Some powers add dice to criticals.

### **Saving Throws.**

A saving throw is normally rolling a 11 or above on a single 1d20 roll.

### **Movement.**

Moving up to your move value is a move action.

You can run (move your value +2 sq) as a move action, but you grant Combat Advantage to all enemies.

You can charge or bull rush if you have at least two sq between you and your target as a Standard Action, gaining a +1 to your attack roll.

### **Action Points.**

You start play with 1 action point, this resets every extended rest.

You gain action points in play after every two encounters.

Spend it to gain either a extra Standard, Move or Minor action on your turn.

### **Death, Damage & Healing.**

**hp:** Your hit points are your life force, when they hit 0 or less you go unconscious.

**Bloodied:** When you drop below  $\frac{1}{2}$  your maximum hp you become bloodied. Some powers trigger only on bloodied creatures.

**0 hp rule:** When you drop below 0 hp, keep a track of negative hp, as If it drops below your bloodied level, your dead. However all healing works as if you where on 0 hp, you don't count negative points.

**Healing Surges:** You have a number of healing surges you can use per day, you only get these back after extended rests. Some powers activate these to help heal you.

**Second Wind:** Once per combat, you can spend a Standard Action to use one healing surge.