

CENTURIA ACTION PACK

Ability: Heal (1/scene) Effect: Take 1 strain and heal someone 1 wound	Ability: Improvise (1/scene) Effect: Substitute a physical skill with an INT-test	Ability: Always ready Effect: Never ambushed
Ability: Calm (1/scene) Effect: Take 1 strain and heal someone 1 insanity	Ability: Stone-cold (1/scene) Effect: When downing an opponent you get an additional action.	Ability: Musician (1/scene) Effect: As an action, -1d10 to fear to everyone.
Ability: Darkvision Effect: See in the dark	Ability: Acrobat Effect: Use Agility instead of Strength for Climb & Jump	Ability: Weapon specialist Effect: Can use any weapon
Ability: Strong minded Effect: Stoic in the face of terror. Roll fear with -1d10 dif.	Ability: Silent (1 use) Effect: Makes no noise when traveling.	Ability: Leader (1/scene) Effect: Can help any character by subtracting 1d10.
Ability: Dog Effect: You have a loyal dog.	Ability: Crafter Effect: You can try to craft most things.	Ability: Artifact Effect: You have an artifact with 2 uses of a cantrip.
Ability: Elixir (1 use) Effect: You have an elixir with one specific use.	Ability: Repair Effect: With minimal materials, repair non-magical gear.	Ability: Cook Effect: All food you prepare tastes good to everyone
Ability: Athlete Effect: Jump and climb at -1d10 dif.	Ability: Roper Effect: Tying, wincing, escaping and climbing at -1d10 dif.	Ability: Sacrifice shield (1 use) Effect: Negates 1 serious Wound

Weapon	Melee 1H	Dagger
dmg		2d10+2
special		quick

Weapon	Ranged	Bow
dmg		3d10
special		silent

Weapon	Melee 2H	Staff
dmg		1d10+1
special		defensive

Weapon	Melee	Sword
dmg		3d10+2
special		-

Weapon	Melee	Axe
dmg		3d10+4
special		offensive

Weapon	Ranged	Crossbow
dmg		4d10
special		reload

Weapon	Melee 1H	Hammer
dmg		3d10
special		breaking

Weapon	Unarmed	Fists
dmg		2d10
special		quick

Weapon	Melee 2H	Glaive
dmg		3d10
special		-

Weapon	Melee 1H	Mace
dmg		3d10
special		solid

Weapon	Melee 2H	Spear
dmg		2d10+3
special		-

Weapon	Melee 1H	Rapier
dmg		3d10
special		defensive

Weapon	Melee 1H	Club
dmg		3d10
special		-

Weapon	Ranged	Sling
dmg		2d10
special		silent

Weapon	Melee 2H	Flail
dmg		3d10+4
special		offensive

quick	extra attack, no reaction	defensive	defense -1d10
solid	doesn't break	reload	1 turn to reload
silent	doesn't break stealth	breaking	negate 5 armor
offensive	defense +1d10		
throw	can be thrown STR meters		

Tool	Gems
<i>More valuable than money</i>	
Barter at -1d10 once	

Tool	Artists tool
<i>Creativity and beauty</i>	
Paints, brushes etc..	

Tool	Grappling hook
<i>Get to hard to reach places</i>	
climbing -1d10	

Tool	Cook
<i>A good start for a meal</i>	
Seasoning and pots	

Tool	Alchemists tool
<i>Who needs a lab</i>	
Tools for mixing etc..	

Tool	Woodworker tool
<i>D.I.Y.</i>	
Saw, hammer and nails	

Tool	Instrument
<i>Everyone loves music</i>	
Lute, flute or something else	

Tool	Healers kit
<i>Medic!</i>	
A first-aid-kit	

Tool	Masons tool
<i>Is that a gargoyle?</i>	
Hammer, kissel and polish	

Tool	Thieves tools
<i>In the dead of night. . .</i>	
Picklocks etc..	

Tool	10ft pole
<i>You never know when</i>	
A wooden pole of 3m length	

Tool	Extra rope
<i>You always need rope</i>	
7m of rope	

Main profession: Thief	
Sleight of hand	AGI+6
Move silently	AGI+2
Dodge	AGI+4
Melee 1H	AGI+4
Concealment	PER+4

Main profession: Brute	
Melee 2H	STR+6
Ranged	STR+6
Intimidate	STR+2
Carouse	TOU+2
Gambling	INT+4

Main profession: Warlock	
Bloodmagic	WIL+4
Illusion	WIL+6
Pyromancy	WIL+6
Lore monsters	KNO+2
Lore magic	KNO+2

Main profession: Charlatan	
Scrutiny	PER+4
Deceive	CHA+4
Dodge	AGI+4
Melee 1H	AGI+4
Move silently	AGI+4

Main profession: Gladiator	
Melee 2H	STR+6
Melee 1H	STR+4
Dodge	AGI+6
Jump	STR+2
Wrangling	WIL+2

Main profession: Mage	
Abjuration	WIL+6
Lore spells	KNO+4
Lore magic	KNO+4
Evocation	WIL+2
Illusion	WIL+4

Main profession: Scout	
Tracking	PER+4
Concealment	AGI+4
Climb	STR+2
Ranged	AGI+6
Dodge	AGI+4

Main profession: Knight	
Shield	TOU+6
Melee 1H	AGI+4
Ranged	STR+4
Command	CHA+4
Ride	AGI+2

Main profession: Priest	
Biomancy	WIL+6
Enchantment	WIL+4
Medicae	INT+4
Lore magic	KNO+4
Melee 2H	AGI+2

Main profession: Druid	
Lore nature	KNO+4
Survival	WIL+6
Medicae	INT+2
Wrangling	WIL+4
Biomancy	WIL+4

Main profession: Scholar	
Educate	CHA+6
Lore heraldry	KNO+4
Lore tactics	KNO+2
Evaluate	INT+6
Mathematics	INT+2

Main profession: Alchemist	
Lore alchemy	KNO+6
Lore poison	KNO+6
Craft potion	AGI+4
Craft poison	AGI+2
Barter	CHA+2

Main profession: Guard	
Awareness	PER+6
Melee 2H	STR+2
Ranged	AGI+4
Scrutiny	PER+4
Barter	CHA+4

Main profession: Traveler	
Inquiry	CHA+4
Survival	WIL+6
Navigate	INT+4
Move silently	AGI+4
Melee 1H	STR+2

Main profession: Sailor	
Navigate	INT+4
Climb	STR+6
Jump	STR+4
Awareness	PER+4
Melee 1H	STR+2

Spell card	1 Light Strain
<i>Abjuration</i>	
Protect against X attacks.	
Self. Lasts 1 scene.	

Spell card	1 Light Strain
<i>Biomancy</i>	
Heal X Light Wounds.	
Touch.	

Spell card	1 Light Strain
<i>Illusion</i>	
Distract X enemies for 1 turn.	
30m	

Spell card	1 Light Wound
<i>Blood magic</i>	
Increase dmg by X d10	
Touch. Lasts 1 scene.	

Spell card	1 Light Strain
<i>Biomancy</i>	
Deal X d10 dmg to 1 undead	
30m	

Spell card	1 Light Strain
<i>Illusion</i>	
Distract 1 enemy for X turns.	
30m	

Spell card	1 Light Strain
<i>Enchantment</i>	
X weapons gain +1d10 dmg	
30m. Lasts 1 scene.	

Spell card	1 Light Strain
<i>Evocation</i>	
Deal X d10 dmg, ignore armor	
30m	

Spell card	1 Light Strain
<i>Pyromancy</i>	
Deal X d10 dmg, X2 meter radius	
30m	

Dressed gear	Robe
<i>Lots of pockets</i>	
Heals 1 strain / scene	

Dressed gear	Hood
<i>Looks cool</i>	
Concealment -1d10	

Dressed gear	Gloves
<i>Warm yet flexible</i>	
Sleight of hand -1d10	

Dressed gear	Belt
<i>Wrestling champion</i>	
STR skill at -1d10 dif.	

Dressed gear	Boots
<i>Fancy and sturdy</i>	
Never strain from travel	

Dressed gear	Cape
<i>Blows in the wind</i>	
Never cold	

Dressed gear	Necklace
<i>Elegant and symbolic</i>	
Removes 1 strain (1/ scene)	

Dressed gear	Bracers
<i>Metal bracers with a shine</i>	
Negates 1 light W. (3 use)	

Dressed gear	Helmet
<i>With visor and all</i>	
Negates 1 medium W. (2 use)	

Dressed gear	Ring
<i>With a valuable stone</i>	
Defense at -1d10 (1 use)	

Dressed gear	Earring
<i>Fashioned to the teeth</i>	
PER at -1d10 dif.	

Dressed gear	Chainmail
<i>That crucial extra layer</i>	
Ranged Wound→Strain (3 use)	

Dressed gear	Lamellar armor
<i>Heavy but safe</i>	
Melee Wound→Strain (3 use)	

Dressed gear	Arm guard
<i>Less chafings</i>	
1 extra ranged attack (2 use)	

Dressed gear	Cloak
<i>A whirlwind of fabric</i>	
Dodge at -1d10 (3use)	