

Rules: Whenever a character with a deed die makes an attack, they roll a deed die in addition to the attack roll. The roll of the deed die is the characters attack bonus for the current attack. The character may proclaim they are trying for a Mighty Deed of Arms with their attack. These heroic feats of derring-do range from targeting specific limbs or parts of their foe, making a daring acrobatic trick, or any other martial feat of excellence that the attacking character can invent! (so long as it falls within the purview of the reality of the game). This deed succeeds if the attack connects, and the Deed Die has rolled a 3 or higher. A successful attack may well have a failed deed accompanying it, but a missed attack never has a successful deed accompanying it. The effect of the deed tends to increase in potency with the roll of the deed die.

Warrior Level	Deed Die
1	1d3
2	1d4
3	1d6
4	1d8
5	1d10
6	1d12
7	1d12+1
8	1d12+2
9	1d12+3
10	1d12+4

Adventurer with Partial Warrior	Deed Die
1	1d2
2-3	1d3
4-5	1d6
6-7	1d8
8-9	1d10
10	1d12+1

