

Character Name: _____

Player Name: _____

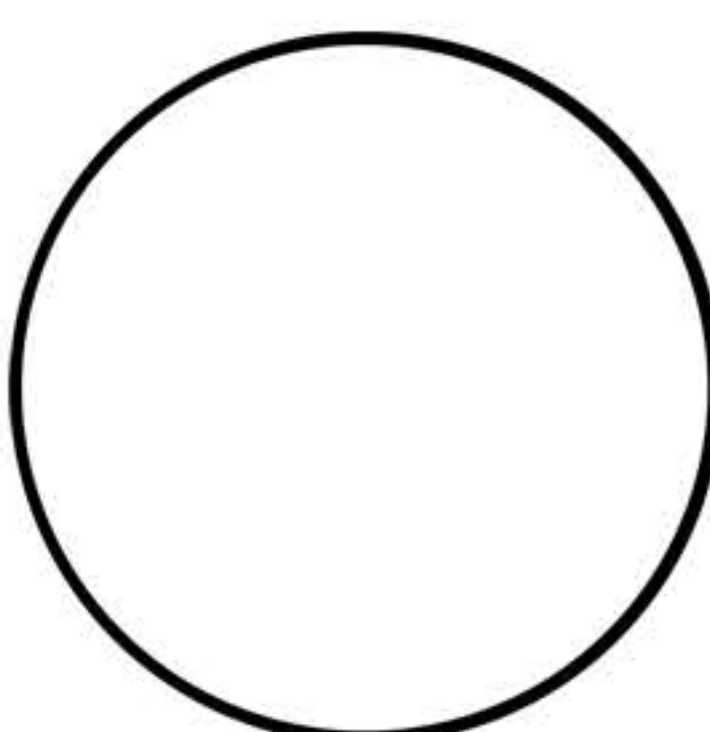
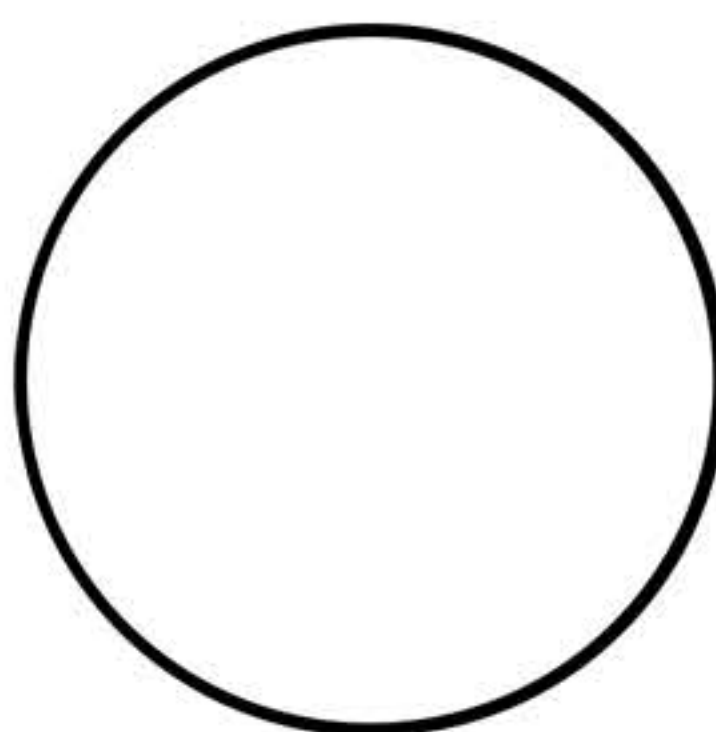
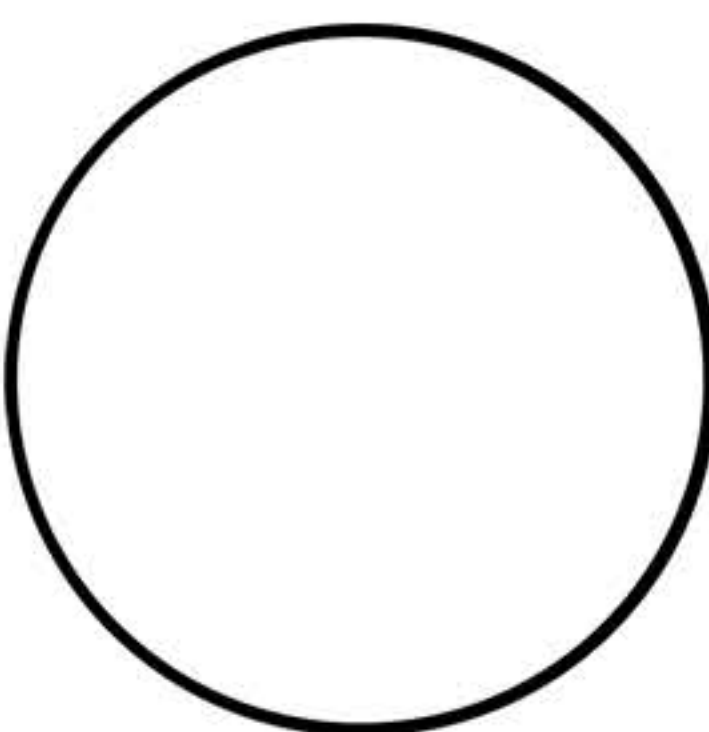
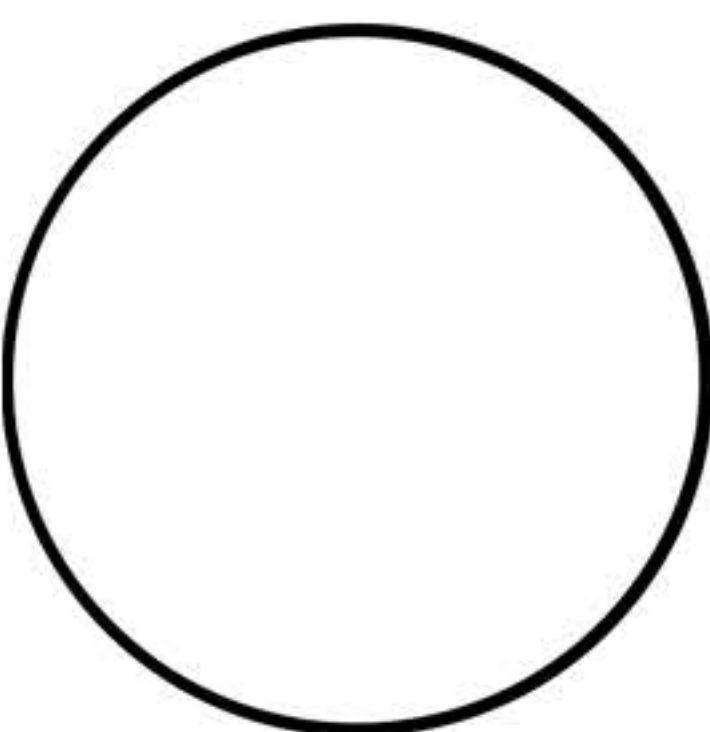
Character Culture: _____

Character Religion: _____



1 2 3 4 5 6 7 8 9 10 11 12

Might Agility Intuition Willpower



Equipped Inventory:

Ammo
/10

Helmet/Hat/Mask

Large Slot

Medium Slot

Armor/Clothing

Medium Slot

Small Slot

Small Slot

Small Slot

Small Slot

<div>Pain Threshold:</div> <div>Current Wounds:</div> <div>Wounds Maximum:</div> <div>Movement Speed:</div>	<div>12</div> <div>Armor Damage Reduction:</div> <div>Can Hold Breath for:</div>	<div>12</div> <div>Magical Damage Reduction:</div> <div>Size Category:</div>	<div>Experience Points:</div> <div>Skill points Per Level:</div> <div>Current Skill Points:</div>	<div>Mount stats:</div> <div>Wounds maximum:</div> <div>Current wounds:</div> <div>Movement Speed:</div>		
<div>Languages:</div> <div>Literacy</div>	<div>Fatigue Level:</div> <div>(-2 to movement speed/level)</div>	<div>Weapons:</div>	<div>Offensive Value</div>	<div>Defensive Value</div>	<div>Grapple Modifier</div>	<div>Range</div>

Conditions Summary:

Off Guard:

* Dodge and parry with a -2 penalty.

Prone:

* Move at half speed. Spend one action to stand up.

* -1 on all rolls except willpower and intuition rolls.

* +1 on all rolls except willpower rolls against prone characters.

* Ranged attacks miss prone characters on odd rolls.

Bloodied:

* -1 on all rolls except willpower rolls.

Poisoned:

* -1 on all rolls except willpower rolls.

* Additional effects will be written in the poison's description.

Deaf:

Deaf characters cannot hear and automatically fail all intuition rolls that rely on hearing.

Blind:

* -2 penalty to agility, might and weapon rolls.

* +2 to agility, might and weapon rolls against blind characters.

* Cannot see and Automatically fail all intuition rolls that rely on sight.

* If moving more than half movement speed, must make an agility roll or fall prone.

* Blind characters cannot take reactions.

* All other characters are heavily hidden.

Helpless:

* Cannot take any action, reaction or move.

* Helpless characters can be held at point by using 1 action if no other opponents are within melee range.

Surprised:

* Surprised characters cannot take reactions and weapon rolls against them are made with a +2 bonus.

Held at Point:

* Can be finished off as a free action by holder.

Stuck:

* Cannot move or dodge.

* -1 penalty on all rolls except willpower and intuition rolls.

* +1 bonus on all rolls except willpower and intuition rolls against stuck characters.

Critical Wounds:

Duration:

Pagan Blessings:

[illegible]

Aeilosian Miracles:

Miracle:	Piety Cost:	Skills and Abilities:	Level:
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Maximum Piety:	Current Piety:		<div><div></div><div></div><div></div></div>

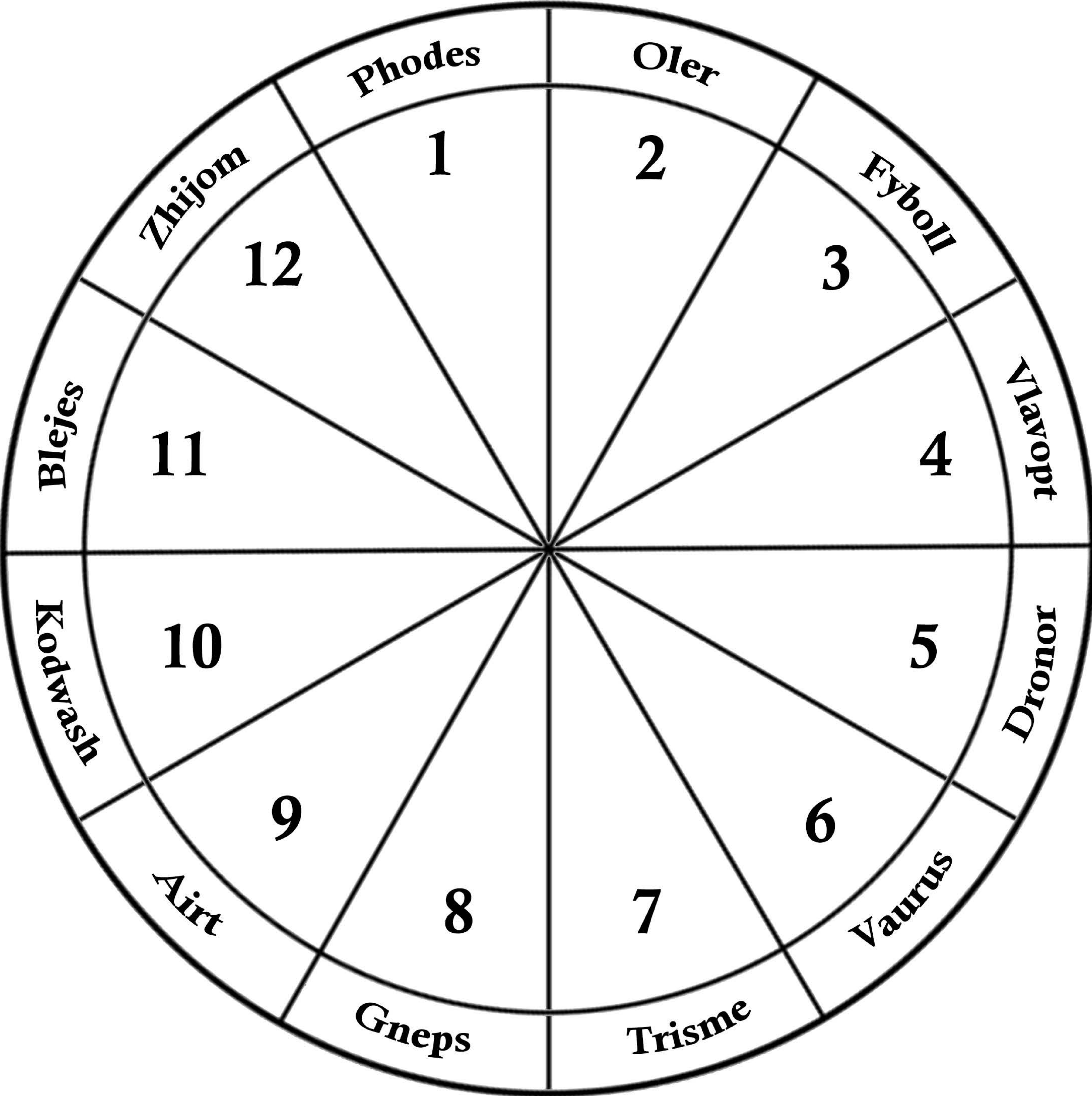
Might Score weight allowance:
2-5 = 1LS, 5MS, 15SS.
6-8 = 2LS, 7MS, 20SS.
9-11 - 3LS, 9MS, 28SS.
12 = 4LS, 12MS, 35SS.

Large Slots /4

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Medium Slots /12

Small Slots /35



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Days of the Week



To The
Deep Dead Frost

The Forlorn
Sea

The Dead Frost

River
Trenquet

Jalnuk Territory

Lake Hagus

Bredon Hall

Draukland

“The Thorns”

Bordur’s
Lie

Fort Jhamek

Fort Pozar

Kur

Fort Leik

Red Hawk

Skongar
“Grey Hawk”

Kreastian Empire

1 Hex = 10Km

Marching Order:

Lead Position:

Middle Position:

Travel Pace:

Slow
10KM/Day

☐

Normal
20KM/Day

☐

Fast
30KM/Day

☐

Weather Tracker:

Cold	
Heavy Snow	
Strong Wind	
Fog	