**HOJA DE ATRIBUTOS**

**NOMBRE** DE PERSONAJE: **CONEXIÓN**: . **ORO**: . **VIDA** ACTUAL: .

**RAZA** Y **CLASE**: **ENERGÍA**: . **AGU**ANTE: PIx4. **VIDA** TOTAL: .

CLASES DE PRESTIGIO/OFICIO: .

**CARACTERÍSTICAS DE CLASE:**

**RAPIDEZ DE ACCIONES**: .2 asaltos por turno  
**CAS**ILLAS AVANZADAS:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.  
**OPCIONES EN COSTE DE** **e\***:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**ATRIBUTOS MODIFICADORES:**

**MOR**AL **PR**OPIA(base y subida de nivel):\_\_\_\_\_\_\_.\_\_\_\_\_\_\_\_\_\_\_-

**SUE**RTE: **d20** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**INIC**IATIVA: Tirada **d20;** y Valor modificado de Iniciativa (Ini+PI+Car)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**TIROS Y PRUEBAS DE SALVACIÓN: HABILIDADES SOCIALES: ATRIBUTOS SECUNDARIOS:**

PROMEDIO REDONDEADO ARRIBA DE CONO/EXP Y PI d20:  
 **DETECTAR MAGIA**

**DETECTAR INMUNIDADES,   
 FORTALEZAS Y DEBILIDADES**

**DESCIFRAR ESCRITURA**

PROMEDIO REDONDEADO ARRIBA DE  
SUE Y AST/DED d20:

**BUSCAR**

PROMEDIO REDONDEADO ARRIBA DE  
PD Y AST/DED d20:

**SIGILO**

ASTUCIA Y DEDUCCIÓN d20:

**AVERIGUAR INTENCIONES**

**FOR**TALEZA: **d20** **AST**UCIA Y

**P**RUEBAS DE **F**UERZA: **d20** **DED**UCCIÓN: **d20**

**REF**LEJOS: **d20 CONO**CIMIENTO Y

**P**RUEBAS DE **D**ESTREZA: **d20 EXP**ERIENCIA: **d20**

**VOL**UNTAD: **d20 CAR**ISMA, **EL**OCUENCIA Y

**P**RUEBASDE **I**NTELIGENCIA: **d20**  **DIP**LOMACIA: **d20**

**T**IROS Y **P**RUEBAS DE **SALVACIÓN**, **HAB SOCIALES** Y **ATR MODIFICADORES** DEBERÁN ESPECIFICAR EN ESTE ORDEN SU PROVENIENCIA: NATURAL Y OBJETO *(CONSTANTE)*, TAL Y OBJ *(TEMPORAL)*

**OTROS:**

**ATAQ**UE **NAT**URAL Y DE **OBJ**ETO (Constante):\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**CONS**TITUCIÓN **NAT**URAL Y DE **OBJ**ETO (Constante):\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

BEBESTIBLES Y UNGÜENTOS:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
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**HOJA DE ATAQUES**

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| **Ataques de Arma** | **As** | **e\*** | **Pcr**ít | **P acier**to total en **d20** y Modificador a **Ataq** y **P acier**to | **Daño**: dado+bonif+Dcrít | Otros efectos |
|  |  |  |  | Traje Mallas Atq y Pacier | + + |  |
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**HOJA DE TALENTOS**

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| **Talentos** | **Condición** | Coste de **tiempo**/**e**nergía/otros | **Duración** | **Descripción** |
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**HOJA DE OBJETOS  
  
EQUIPO:** es lo que llevas puesto y que puedes utilizar en las misiones. Si se quiere hacer un cambio con algún objeto de la mochila, se debe avisar al narrador. También, al comenzar batalla, se deberá declarar qué set de armas se andará trayendo.

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| **Armas** | | | **Cr**ít. arma | | | | **P. acier**to | | | | **Ata**que | | | | **Daño**+**Dcrít** | | | | | | | | **D. mág** | | | | | | | | | | Especificar tipo de arma y Otros efectos | | | | | | | | | |
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| **Armadura** (nombre y tipo) | | | | | | | | | | **Cons**tit | | | | **Ref** | | | **PD** | | **ADfí** | | | **Ini**c | | | **Car** | | | **For** | | **PF** | | **Vol** | **PI** | | **Sue** | | Busc | Sigil | Otros efectos | | | |
| Cuerpo | | | | | | | | | |  | | | |  | | |  | |  | | |  | | |  | | |  | |  | |  |  | |  | |  |  |  | | | |
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| **Escudo** | Nombre | | | | | **Cob**ertura | | | **Cons** | | | | **Ref** | | | **PD** | | | **ADfí** | | | | **Ata**q | | | | **Atq** con rodela | | | | | | | Otros efectos | | | | | | | | |
| Rodela |  | | | | |  | | |  | | | |  | | |  | | |  | | | |  | | | |  | | | | | | |  | | | | | | | | |
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| **Joyas** | | **Sue** | | **Ast**ucia | | | | **Con**/exp | | | | **Car**isma | | | | | | **Vol** | | | **For** | | | Sigil | | | | Busc | | | Otros efectos | | | | | | | | | | | |
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| **Talismán** | | **Sue** | | **Ast**ucia | | | | **Con**/exp | | | | **Car**isma | | | | | | **Vol** | | | **For** | | | Sigil | | | | Busc | | | Otros efectos | | | | | | | | | | | |
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| **Pociones** | | Cantidad por cuartos de e\* recuperada | | | | | | | | | | | | | | | | | e\* máxima | | | | | | | **Infusiones** | | | | | | | | Aguante máximo | | | | | | Sin fatiga o cansancio el resto de la bat. | | |
| Leve | |  | | | | | | | | | | | | | | | | |  | | | | | | | Restablecedora | | | | | | | |  | | | | | |  | | |
| Moderada | |  | | | | | | | | | | | | | | | | |  | | | | | | | Vigorizante | | | | | | | |  | | | | | |  | | |
| Potente | |  | | | | | | | | | | | | | | | | |  | | | | | | | Reactivante | | | | | | | |  | | | | | |  | | |
| **Antídoto** | | | | | Tipo de ficha | | | | | Elimina o detiene | | | | | | | | | | **Ungüento** | | | | | | | | | Tipo de ficha | | | | | | | Elimina o detiene | | | | | **Brebaje** | A tipo o escuela mág. |
| Antídoto | | | | |  | | | | |  | | | | | | | | | | Cauterizador | | | | | | | | |  | | | | | | |  | | | | | Milagroso |  |
| Rejuvenecimiento | | | | |  | | | | |  | | | | | | | | | | Regenerativo | | | | | | | | |  | | | | | | |  | | | | | Inmortalidad |  |

**\***Sector sombreado en celeste muestra los espacios para joyas que obtiene el **monje** al aprender *“Trascendencia del alma*”.  
  
  
**MOCHILA:** son todos los objetos que no puedes tener a mano, pero que puedes cargar. Hay un límite de cupo para cada tipo de objeto: **1** Armadura pesada o media o Escudo de torre, **1** Traje, **2** Guantes, **1** Guantelete, **2** Botas o Zapatos o Cascos, **3** Capuchas, **3** Armas medianas o Escudos medianos, **4** Armas pequeñas, **1** Arma grande o Escudo grande, **2** Escudos pequeños o rodelas.

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**NOTAS:** acá el jugador podrá escribir cualquier observación, recuerdo o dato que le parezca relevante escribir o dibujar. Tendrá un objetivo tanto práctico como casual; aunque en algunas misiones esto podría ser fundamental\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**PUNTOS SOBRANTES DE**

**GENERAL:** Ptos **AVANZADO:** Ptos

**VARIOS:** Ptos **CLASE DE PRESTIGIO I:** Ptos

**CLASE DE PRESTIGIO II:** Ptos