

Age

Species

Sex

Social class

Profession

Law Alignment

CORRUPTION

Chaos Alignment

Trivial +30%

Easy +20%

Routine +10%

Modifiers

Standard 0%

Challenging -10%

Hard -20%

Arduous -30%

ATTRIBUTES

Combat

CB

○○○○○○

Brawn

BB

○○○○○○

Agility

AB

○○○○○○

Perception

PB

○○○○○○

Intelligence

IB

○○○○○○

Willpower

WB

○○○○○○

Fellowship

FB

○○○○○○

COMBAT

Initiative +D10 =  (roll once per session)

Weapon

To hit

Damage

Qualities

D6+

D6+

D6+

Armour:

Dodge

Parry  +10% for a shield

Move

SKILLS

If you have no ranks ● in a special skill, flip all rolls to fail

Name	Ranks	Skill	Bonus	Focus
Alchemy	○○○			
Athletics	○○○			
Awareness	○○○			
Bargain	○○○			
Charm	○○○			
Coordination	○○○			
Counterfeit	○○○			
Disguise	○○○			
Drive	○○○			
Eavesdrop	○○○			
Education	○○○			
Folklore	○○○			
Gamble	○○○			
Guile	○○○			
Handle animal	○○○			
Heal	○○○			
Incantation	○○○			
Interrogate	○○○			
Intimidate	○○○			
Leadership	○○○			
Martial melee	○○○			
Martial ranged	○○○			
Navigation	○○○			
Pilot	○○○			
Resolve	○○○			
Ride	○○○			
Rumour	○○○			
Scrutinize	○○○			
Simple melee	○○○			
Simple ranged	○○○			
Skulduggery	○○○			
Stealth	○○○			
Survival	○○○			
Toughness	○○○			
Tradecraft	○○○			
Warfare	○○○			

TALENTS & TRAITS

PERIL THRESHOLD

+6

+12

+18

○ Unhindered

○ Imperiled

○ Ignore 1 skill rank

○ Ignore 2 skill ranks

○ Ignore 3 skill ranks

○ Incapacitated

DAMAGE THRESHOLD

+6

+12

+18

○ Unharmd

○ Lightly wounded

○ Moderately wounded

○ Seriously wounded

○ Greivously wounded

○ Slain!

INJURIES