

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

Skills

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

Name	Ranks	Skill	Bonus	Focus
Alchemy	000			
Athletics	000			
Awareness	000			
Bargain	000			
Charm	000			
Coordination	000			
Counterfeit	000			
Disguise	000			
Drive	000			
Eavesdrop	000			
Education	000			
Folklore	000			
Gamble	000			
Guile	000			
Handle animal	000			
Heal	000			
Incantation	000			
Interrogate	000			
Intimidate	000			
Leadership	000			
Martial melee	000			
Martial ranged	000			
Navigation	000			
Pilot	000			
Resolve	000			
Ride	000			
Rumour	000			
Scrutinize	000			
Simple melee	000			
Simple ranged	000			
Skulduggery	000			
Stealth	000			
Survival	000			
Toughness	000			
Tradecraft	000			
Warfare	000			

Combat

Initiative +D10 = (roll once per session)

Weapon

To hit

Damage

Qualities

D6+

D6+

D6+

Armour:

Dodge

Parry +10% for a shield

Move

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