

# Knave

NAME:

LEVEL

XP:

PHYSIQUE: \_\_\_\_\_

VIRTUE: \_\_\_\_\_

FACE: \_\_\_\_\_

VICE: \_\_\_\_\_

SKIN: \_\_\_\_\_

SPEECH: \_\_\_\_\_

HAIR: \_\_\_\_\_

BACKGROUND: \_\_\_\_\_

CLOTHING: \_\_\_\_\_

MISFORTUNES: \_\_\_\_\_

## Roll for

<b>Hit Points</b>	Max	Current
CONDITION: _____		

<b>Honor</b>	Defence	Bonus
TYPE: _____		

Defence	Bonus
*	<b>STR</b>
*	<b>DEX</b>
*	<b>CON</b>
*	<b>INT</b>
*	<b>WIS</b>
*	<b>CHA</b>

*Strength:* Used for melee attacks and saves requiring physical power, like lifting gates, bending bars, etc.

*Dexterity:* Used for saves requiring poise, speed, and reflexes, like dodging, climbing, sneaking, balancing, etc.

*Constitution:* Used for saves to resist poison, sickness, cold, etc. The Constitution bonus is added to healing rolls. A PC's number of item slots is always equal to their Constitution defense.

*Intelligence:* Used for saves requiring concentration and precision, such as welding magic, resisting magical effects, recalling lore, crafting objects, tinkering with machinery, picking pockets, etc.

*Wisdom:* Used for ranged attacks and saves requiring perception and intuition, such as tracking, navigating, searching for secret doors, detecting illusions, etc.

*Charisma:* Used for saves to persuade, deceive, interrogate, intimidate, charm, provoke, etc. PCs may employ a number of henchmen equal to their Charisma bonus.

## Item Slots

1	11
2	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19
10	20

MARK MAX CARRY

## Notes: