

ClassName

Name

Level

XP

HP = 10 + Constitution
Load = 0 + Strength

Assign these values to your attributes: 16(+2), 15(+1), 13(+1), 12(0), 9(0), 8(-1)

Strength

Weak -1

☐

Intelligence

Stunned -1

☐

current max

HP



Armour



Dexterity

Shaky -1

☐

Wisdom

Confused -1

☐

Damage

D4



max

Load

Constitution

Sick -1

☐

Charisma

Scarred -1

☐

Starting Moves

Example Move (Attribute)

When **you do something**, roll +ATTRIBUTE and something happens.

- Option 1.
- Option 2.

Alignment

☐ Alignment 1

Alignment move 1.

☐ Alignment 2

Alignment move 2.

☐

Race

☐ Race1

Racial move 1.

☐ Race 2

Racial move 2.

Bonds

B: _____

B: _____

B: _____

B: _____

B: _____

Equipment



Starting Equipment

Choose Weapon

☐ Weapon 1.

☐ Weapon 2.

Advanced Moves

☐ **Example Advanced Move**

Text that says what the move does.

Advanced Moves (Level 6+)

☐ **Example Advanced Move**

Text that says what the move does.