

STATS

MIGHT

DEXTERITY

AWARENESS

REASON

PRESENCE

LUCK

| Name | Size | Being Type | |
|--|---|---|--|
| | | | |
| Ancestry | Level | Class | XP |
| HIT POINTS <p>At 0 HP, you die.</p> | ARMOR | FATIGUE: _____ <p>Each Fatigue takes up one of your Inventory Slots. 3 Fatigue: You can't Rush 5 Fatigue: You die</p> | |
| SPEED <p>Speed Bonus</p> | <p>Crawl Speed</p> | <p>Travel Speed</p> | SAVES <ul style="list-style-type: none"> Reflex [DEX + AWR] Avoid area effects and attacks Endure [MIT + MIT] Withstand poison and death Will [RSN + PRS] Resist curses and enthrallment |
| Current Luck | | | |
| SKILLS <i>d20 Roll equal to or above the Difficulty to Pass the Check.</i> | | | |
| Arcana [RSN] <i>Magic knowledge & esoteric sense</i> | Leadership [PRS] <i>Social prowess & diplomacy</i> | | |
| Brawl [MIT] <i>Physical prowess & brute force</i> | Medicine [RSN] <i>Clinical knowledge & talent</i> | | |
| Craft [RSN] <i>Artisanal talent & value perception</i> | Mysticism [AWR] <i>Supernatural knowledge & rites</i> | | |
| Detect [AWR] <i>Perceptive deduction & reflex</i> | Performance [PRS] <i>Social chicanery & cultural talent</i> | | |
| Finesse [DEX] <i>Physical coordination & talent</i> | Sneak [DEX] <i>Physical concealment & chicanery</i> | | |
| Influence [PRS] <i>Social talent & soul force</i> | Survival [AWR] <i>Natural knowledge & adaptability</i> | | |
| ATTACKS | | | |
| Melee [MIT] | Ranged [AWR] | | |
| Brawl [MIT] | Finesse [DEX] | | |
| Weapon | Grip | Damage | Properties |

A mana bar interface for a game. It features three horizontal bars: a long grey bar labeled "Current MANA", a shorter grey bar labeled "Max MANA", and a very short black bar labeled "Casting Max". Above the bars, the word "MAGIC" is centered in bold capital letters.