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| Name     |       | Size  | Being Type |
|----------|-------|-------|------------|
| Ancestry | Level | Class | XP         |

The diagram illustrates the relationship between Hit Points and Armor. On the left, a heart shape represents 'HIT POINTS'. Inside the heart, the word 'Current' is written in grey, and a smaller circle labeled 'Max' is positioned at the bottom right, indicating the full capacity. Below the heart, it states 'At 0 HP, you die.' On the right, a shield shape represents 'ARMOR'. Inside the shield, the text 'Reduces Attack damage taken.' is written. To the right of the shield, the 'FATIGUE' mechanic is explained: 'Each Fatigue takes up one of your Inventory Slots. 3 Fatigue: You can't Rush 5 Fatigue: You die'.

The diagram shows a character's stats and abilities. On the left, there are three circular gauges. The top gauge is labeled 'SPEED' and 'Speed Bonus', with a value of 10. The middle gauge is labeled 'Crawl Speed' and has a value of 10. The bottom gauge is labeled 'Travel Speed' and has a value of 10. To the right of these gauges is a box labeled 'SAVES'. Inside this box are three horizontal bars, each representing a saving throw. The first bar is labeled 'Reflex [DEX + AWR]' with a value of 10 and the description 'Avoid area effects and attacks'. The second bar is labeled 'Endure [MIT + MIT]' with a value of 10 and the description 'Withstand poison and death'. The third bar is labeled 'Will [RSN + PRS]' with a value of 10 and the description 'Resist curses and enthrallment'. Below the gauges, there is a label 'Current Luck' with a value of 10.

| SKILLS   |   |
|--|---|
| d20 Roll equal to or above the Difficulty to Pass the Check. |   |
| <b>Arcana</b> [RSN]  | <b>Leadership</b> [PRS]                       |
| <i>Magic knowledge &amp; esoteric sense</i>                  | <i>Social prowess &amp; diplomacy</i>         |
| <b>Brawl</b> [MIT]   | <b>Medicine</b> [RSN]                         |
| <i>Physical prowess &amp; brute force</i>                    | <i>Clinical knowledge &amp; talent</i>        |
| <b>Craft</b> [RSN]   | <b>Mysticism</b> [AWR]                        |
| <i>Artisanal talent &amp; value perception</i>               | <i>Supernatural knowledge &amp; rites</i>     |
| <b>Detect</b> [AWR]  | <b>Performance</b> [PRS]                      |
| <i>Perceptive deduction &amp; reflex</i>                     | <i>Social chicanery &amp; cultural talent</i> |
| <b>Finesse</b> [DEX]   | <b>Sneak</b> [DEX]                            |
| <i>Physical coordination &amp; talent</i>                    | <i>Physical concealment &amp; chicanery</i>   |
| <b>Influence</b> [PRS]                                       | <b>Survival</b> [AWR]                         |
| <i>Social talent &amp; soul force</i>                        | <i>Natural knowledge &amp; adaptability</i>   |

| ATTACKS     |      |               |            |
|-------------|------|---------------|------------|
| Melee [MIT] |      | Ranged [AWR]  |            |
| Brawl [MIT] |      | Finesse [DEX] |            |
|             |      |               |            |
|             |      |               |            |
|             |      |               |            |
| Weapon      | Grip | Damage        | Properties |

| INVENTORY |  |       |
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| Item      |  | Slots |

  

| G                      | S   | C     |
|------------------------|-----|-------|
| WEALTH                 |     |       |
| Occupied               | Max | Bonus |
| ITEM SLOTS [8 + Might] |     |       |

The diagram illustrates the relationship between MAGIC and its components. A vertical line labeled "MAGIC" at the top is connected to a horizontal line labeled "Current". To the right of "Current" is a vertical line, and to the right of that is a horizontal line labeled "Max MANA". To the right of "Max MANA" is another vertical line, and to the right of that is a horizontal line labeled "Casting Max".