

NAME		CLASS		LEVEL		XP	
ANCESTRY		BEING TYPE		SIZE			

## STATS & SKILLS

### MIGHT

☐ BRAWL

GRAPPLE, SHOVE
☐ MELEE

### DEXTERITY

☐ FINESSE

LOCKPICK, PICKPOCKET
☐ SNEAK

STEALTH

### AWARENESS

☐ DETECT

☐ MYSTICISM

☐ RANGED

☐ SURVIVAL

### REASON

☐ ARCANA

☐ CRAFT

☐ MEDICINE

### PRESENCE

☐ INFLUENCE

PARLEY
☐ LEADERSHIP

COMMAND
☐ PERFORMANCE

### LUCK


POINTS
SPEND LUCK TO  
GAIN FAVOR OR  
REROLL BEFORE  
RESOLUTION

## SPEED (FEET)



CRAWL
DEXTERITY + BONUS
MOVE
TRAVEL (MILES)

## SAVES & DEFENSES

### REFLEX

DEXTERITY  
+ AWARENESS

### ENDURE

MIGHT × 2

### WILL

REASON  
+ PRESENCE

### ARMOR REDUCES DAMAGE

ARMOR RATING

+ BONUS

### HIT POINTS 0 = DEATH

MIGHT × LEVEL

+ BONUS


**FATIGUE** EACH REDUCES INVENTORY SLOTS BY 1  
IF INVENTORY SLOTS ARE FULL, YOU CAN'T RUSH

0

1

2

3

4

5
CAN'T RUSH
DEATH

## INVENTORY

8 + MIGHT

+ BONUS

SLOTS - FATIGUE
☐
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## ATTACKS

### WEAPONS

GRIP
DAMAGE
PROPERTIES


## CASTING


MANA
CASTING MAX

WEALTH

GOLD

SILVER

COPPER
VAGABOND LANDOFTHEBLIND.MYSHOPIFY.COM
OLD GUS KO-FI.COM/OLDGUS
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