

OLD GUS' UNOFFICIAL
VAGABOND
 PULP FANTASY ROLEPLAYING GAME
 HERO RECORD

STATS & SKILLS

MIGHT

<input type="checkbox"/>	BRAWL GRAPPLE, SHOVE	<input checked="" type="checkbox"/>
<input type="checkbox"/>	MELEE	<input checked="" type="checkbox"/>

DEXTERITY

<input type="checkbox"/>	FINESSE LOCKPICK, PICKPOCKET	<input checked="" type="checkbox"/>
<input type="checkbox"/>	SNEAK STEALTH	<input type="checkbox"/>

AWARENESS

<input type="checkbox"/>	DECTECT	<input type="checkbox"/>
<input type="checkbox"/>	MYSTICISM	<input type="checkbox"/>
<input type="checkbox"/>	RANGED	<input checked="" type="checkbox"/>
<input type="checkbox"/>	SURVIVAL	<input type="checkbox"/>

REASON

<input type="checkbox"/>	ARCANA	<input type="checkbox"/>
<input type="checkbox"/>	CRAFT	<input type="checkbox"/>
<input type="checkbox"/>	MEDICINE	<input type="checkbox"/>

PRESENCE

<input type="checkbox"/>	INFLUENCE PARLEY	<input type="checkbox"/>
<input type="checkbox"/>	LEADERSHIP COMMAND	<input type="checkbox"/>
<input type="checkbox"/>	PERFORMANCE	<input type="checkbox"/>

LUCK

<input type="checkbox"/>	<input type="checkbox"/>	SPEND LUCK TO GAIN FAVOR OR REROLL BEFORE RESOLUTION
POINTS		

SPEED (FEET)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CRAWL
DEXTERITY	+ BONUS	MOVE	TRAVEL (MILES)

NAME

CLASS LEVEL XP

ANCESTRY

BEING TYPE SIZE

SAVES & DEFENSES

REFLEX

<input type="checkbox"/>

DEXTERITY
+ AWARENESS

ENDURE

<input type="checkbox"/>

MIGHT × 2
+ PRESENCE

WILL

<input type="checkbox"/>

REASON
+ PRESENCE

ARMOR REDUCES DAMAGE

<input type="checkbox"/>

ARMOR RATING

<input type="checkbox"/>

+ BONUS



HIT POINTS 0 = DEATH

<input type="checkbox"/>

MIGHT × LEVEL

<input type="checkbox"/>

+ BONUS

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

<input type="checkbox"/>					
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0

1

2

3

4

5

CAN'T RUSH

DEATH

INVENTORY

<input type="checkbox"/>

8 + MIGHT

<input type="checkbox"/>

+ BONUS

<input type="checkbox"/>

SLOTS - FATIGUE

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

AbILITIES

ATTACKS

WEAPONS

GRIP

DAMAGE

PROPERTIES



WEALTH

GOLD

SILVER

COPPER



MANA

CASTING MAX

