

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

 1 ☐

 2 ☐

 3 ☐

 4 ☐

 5 ☐

 6 ☐

 7 ☐

 8 ☐

 9 ☐

 10 ☐

 11 ☐

 12 ☐

 13 ☐

 14 ☐

 15 ☐

 16 ☐

 17 ☐

 18 ☐

ABILITIES

ATTACKS

WEAPONS

GRIP

DAMAGE

PROPERTIES

CASTING



MANA

CASTING MAX


WEALTH

GOLD

SILVER

COPPER

VAGABOND LANDOFTHEBLIND.MYSHOPIFY.COM

OLD GUS KO-FI.COM/OLDGUS

2025-11-22

