

\* Hover over field for details

Character Stats

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Hit Location	Attack Roll	Modded Attack	Confirm*	Damage Roll	Damage Mod	Critical Range*	Critical Multiplier	Heal Roll	Heal Mod	Fatigue Damage	Stress Damage	Melee	Ranged	Luk	Max HP	Current HP	Wounds																			
															d																					
Area Hit	Hit Class	Armor Class	Multiple d20	Number of Die		Number of Sides	Ranged*						Str	Dex	Con	Max Fatigue	Current Fatigue	Exhaustion																		
Opponent Combat Attributes																																				
															Int	Wis	Cha	Max Stress	Current Stress	Insanity																
Melee	Ranged	Str	Dex																																	
															Head		Body																			
															L Arm		R Arm																			
															L. Leg		R Leg																			
															Shield																					