

PLAYER

KIN

AGE

PROFESSION

WEAKNESS

# DRAGON BANE

APPEARANCE

NAME

STR

CON

AGL

INT

WIL

CHA

EXHAUSTED

SICKLY

DAZED

ANGRY

SCARED

DISHEARTENED

DAMAGE BON. STR

DAMAGE BON. AGL

MOVEMENT

ENCUMBRANCE LIMIT

ABILITIES & SPELLS

SKILLS

INVENTORY

- ◆ Acrobatics (AGL)
- ◆ Awareness (INT)
- ◆ Bartering (CHA)
- ◆ Beast Lore (INT)
- ◆ Bluffing (CHA)
- ◆ Bushcraft (INT)
- ◆ Crafting (STR)
- ◆ Evade (AGL)
- ◆ Healing (INT)
- ◆ Hunting & Fishing (AGL)
- ◆ Languages (INT)
- ◆ Myths & Legends (INT)
- ◆ Performance (CHA)
- ◆ Persuasion (CHA)
- ◆ Riding (AGL)
- ◆ Seamanship (INT)
- ◆ Sleight of Hand (AGL)
- ◆ Sneaking (AGL)
- ◆ Spot Hidden (INT)
- ◆ Swimming (AGL)

WEAPON SKILLS

- ◆ Axes (STR)
- ◆ Bows (AGL)
- ◆ Brawling (STR)
- ◆ Crossbows (AGL)
- ◆ Hammers (STR)
- ◆ Knives (AGL)
- ◆ Slings (AGL)
- ◆ Spears (STR)
- ◆ Staves (AGL)
- ◆ Swords (STR)

SECONDARY SKILLS

- ◆
- ◆
- ◆
- ◆
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- ◆
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MEMENTO

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TINY ITEMS

GOLD

SILVER

COPPER

ARMOR

HELMET

BANE ON:  
◆ SNEAKING ◆ EVADE  
◆ ACROBATICS

BANE ON:  
◆ AWARENESS  
◆ RANGED ATTACKS

◆ ROUND REST ◆ STRETCH REST

WILLPOWER POINTS

HIT POINTS

DEATH ROLLS

SUCCESSES

FAILURES



PLAYER

KIN

AGE

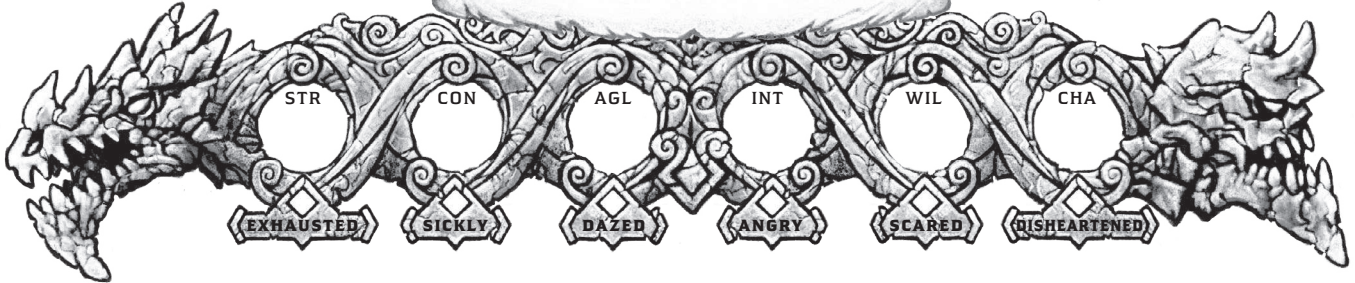
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- ◇ \_\_\_\_\_ Spears (STR)
- ◇ \_\_\_\_\_ Staves (AGL)
- ◇ \_\_\_\_\_ Swords (STR)

SECONDARY SKILLS

- ◇ \_\_\_\_\_
- ◇ \_\_\_\_\_
- ◇ \_\_\_\_\_
- ◇ \_\_\_\_\_
- ◇ \_\_\_\_\_
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◇ ACROBATICS

BANE ON:  
◇ AWARENESS  
◇ RANGED ATTACKS

WEAPON/SHIELD

GRIP

RANGE

DAMAGE

DURABILITY

FEATURES

HIT POINTS

DEATH ROLLS

SUCCESSES

FAILURES