

# ikaros

Character name/pronouns

Player name

## Traits

Use to help  
or hinder.

Identity

Cost

Struggle

Cost

Drive

Cost

## Skills

2d6 + skill vs  
Target Num.  
Advantage  
and  
disadvantage  
cancel out 1  
for 1, then  
cap at +2/-2.

Athletics

Lore

Shooting

Contacts

Might

Sorcery

Craftwork

Noticing

Stealth

Empathy

Persuasion

Survival

Fighting

Resources

Willpower

Modifiers (incl. injury)

Armor disadvantage

## Talents

Special  
qualities and  
abilities this  
character  
has.

Weapon  
(held)

Damage

Weapon  
(held)

Damage

Weapon  
(bag)

Damage

Armor

## Combat

Margin less  
than armor:  
glancing hit.  
Otherwise,  
solid hit.

Physical resilience:

Mental resilience:

Fatigue:

Desperation:

## Injuries

Physical  
resilience is  
10 + (2 x  
Might).

Mental  
resilience is  
10 + (2 x  
Willpower).

Filling half a  
pool gives a  
stacking -1 to  
all rolls. Each  
crit gives a  
stacking -1 to  
all rolls.

Physical total:

Mental total:

Gear					Spells
	Belt		1	Cantrip	Complexity: 0    Storage: mem
Cash	Belt		2		Complexity:    Storage:
Two Bulk 1 items on the belt, then another (5 + Might) worth of Bulk on the rest of the body. Armor worn counts against your maximum bulk!	Body	1	3		Complexity:    Storage:
	Body	2	4		Complexity:    Storage:
	Body	3	5		Complexity:    Storage:
	Body	4	6		Complexity:    Storage:
	Body	5	7		Complexity:    Storage:
Held items are on the front of the sheet.	Body	7	9		Complexity:    Storage:
	Body	8	10		Complexity:    Storage:
First 500 cash is free, 1 Bulk per 500 (rounded up) after.	Body	9	11		Complexity:    Storage:
	Body	10	12		Complexity:    Storage:

Can hold up to (Sorcery skill level) spell slots in memory. The rest must be stored in spellbooks. Put “Storage: Mem” for spells in memory, then give each spellbook a short id, such as a number, symbol, etc, and put “Storage: <id>” on spells in books.

Notes	Rest and recovery			
XP earned	<b>Minor rest:</b> one hour of rest, recover Fatigue, extinguish all light sources lit before the rest began.			
	<b>Major rest:</b> make camp, extinguish all light sources lit before the rest began, eat one unit of food (optional), rest for six to ten hours, recover Fatigue and Burn, recover injuries if food was eaten, extinguish all light sources lit during the rest.			
XP spent	<b>Injury recovery:</b> three separate injuries each heal by 1. Pre-recovery critical injuries count as two choices.			