

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		Cantrip				Spells	
Cash	Belt	1	Complexity: 0	Storage: mem	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.		
	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	3	Complexity:	Storage:			
	Body	4	Complexity:	Storage:			
	Body	5	Complexity:	Storage:			
	Body	6	Complexity:	Storage:			
Held items are on the front of the sheet.	Body	7	Complexity:	Storage:			
	Body	8	Complexity:	Storage:			
First 250 cash is free, 1 Bulk per 250 (rounded up) after.	Body	9	Complexity:	Storage:			
	Body	10	Complexity:	Storage:			

Notes		Rest and recovery	
XP earned		Minor rest: one hour of rest, recover Fatigue, extinguish all light sources lit before the rest began.	
		Major rest: 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		Injury recovery: three separate injuries each heal by 1. Pre-recovery critical injuries count as two choices.	