

## Movement

Speed	yards per minute	feet per round	time base
Semiconscious	movement	half movement	endurance rounds
<b>Combat</b>	<b>twice movement</b>	<b>movement</b>	<b>endurance minutes</b>
Explore	4 times movement	twice movement	endurance times 10 minutes
<b>Dash</b>	<b>6 times movement</b>	<b>3 times movement</b>	<b>endurance minutes</b>
Walk	10 times movement	5 times movement	endurance times 10 minutes
Jog	20 times movement	10 times movement	endurance minutes
Run	30 times movement	15 times movement	endurance rounds
Sprint	50 times movement	25 times movement	endurance seconds

When attacking, a character may only use combat movement. When in combat, a character may only use combat movement or dash.

Chases are agility contests. The faster contestant is at +1 for every three points their movement is faster.

Walking speed is approximately one-third movement in miles per hour. Characters can walk twice their movement in miles per day under perfect circumstances.

save attack	time base
-	endurance rounds
<b>0</b>	<b>endurance minutes</b>
0	endurance times 10 minutes
<b>-1</b>	<b>endurance minutes</b>
-3	endurance times 10 minutes
-8	endurance minutes
-13	endurance rounds
-23	endurance seconds

A character can jump as high or as far as half their height. Jumping further requires an agility roll with strength as a major contributor and a penalty of the extra feet (for a long jump) or twice the extra feet (high jump). A character can make a running long jump as far as their height, and the penalty for jumping further is per yard. They must run for three times the distance they wish to jump.

## Ability Modifiers Difficulty Levels

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3	-3	-2	A Snap	+8
4-5	-2	-1	Very Easy	+4
6-8	-1	0	Easy	+2
9-11	0	0	Difficult	0
12-14	+1	0	Very Difficult	-2
15-16	+2	+1	Extremely Difficult	-4
17	+3	+2	Nearly Impossible	-8
18	+4	+2	Practically Impossible	-16

**Careful attempts** are at +1, and extra careful attempts at +2. Carefulness increases time spent from a round to a minute, to ten minutes, to an hour, to a day.

**Multiple attempts** are at a cumulative penalty of 2.

## Group Effort

Group effort bonuses apply to ability rolls, attacks, defense, number of actions, and combat movement, and penalize decision times. If group members have varied scores, use the median score.

Survival potential is the median plus the bonus times the median. Survival loss is divided among all combatants. On a failed Evasion roll (defense is a bonus), the character takes up to the amount the Evasion was failed by as injuries instead.

<b>Count:</b>	2	4	8	16	32	64	128	256	512	1024
<b>Bonus:</b>	1	2	3	4	5	6	7	8	16	32

## Item Saving Rolls

Material	Fire	Bludgeon	Acid	Bonus
Glass	+8	0	+16	quarter inch
Ice	0	0	+8	half inch
Metal	+6	+5	0	quarter inch
Paper	-2	+6	+8	half inch
Stone	+8	0	+10	inch
Wood	0	+3	+5	inch

Item saving rolls are a fortitude roll against four. If failed, the item is damaged as normal. Beyond the bonus thickness, they gain a bonus of one; for each doubling, another bonus is gained. Items have survival points equal to their weight in pounds.

## Gods & Monsters



Beyond here lie dragons

## Adventure Guide

<http://www.godsmonsters.com/>

July 7, 2007

Conflict

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**Death:** Targets who gain injuries must make a Health roll or gain death as an ailment of strength equal to total injuries. Injury point penalty applies. Warriors gain a bonus of level to the roll to contract death. Unconscious characters gain a bonus of two. Simple first aid gives a bonus of two. The action time is one minute (while active), one hour (while resting), or six hours (while unconscious).

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**Called Shot:** A character may take a -3 attack and focus the attack on a specific location. Special effects will vary.

**Cover:** Warriors gain a +1 defense for weak cover, +2 for strong, and +3 for full. Non-warriors gain +0, +1, and +2.

**Covered:** If the target is “covered”, the attacker gains a free attack at +4 attack and +1 damage. If the target attacks first, the attacker must make a perception roll for the attack to be free.

**Defensive Action:** A combatant may forego any attack and gain a +2 defense.

**Firing into close combat:** Two to four combatants count as strong cover. Five or more count as full cover. If the target is hit, any of the target’s adjacent attackers who the roll would also have hit must make an Evasion roll or take the same damage. If the attack misses, one random adjacent opponent of the target must make an Evasion roll with defense as a bonus or be hit.

**High Ground:** +1 to either attack or defense.

**Immobilized Target:** Attacking an immobilized target is at +10 attack. Agility does not apply to defense.

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**Quickdraw:** A character can attempt to draw and use an available weapon in the same round. An Evasion roll is required. If unsuccessful, the character acts as surprised, which must be thrown off as normal.

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**Subdual (Knockout):** Called shot to the head against an unaware, surprised, or immobilized target required. Target allowed evasion roll, with a bonus according to headgear. If successful, no damage. If unsuccessful, damage is normal except that if damage is greater than the attack roll, one point adds to the target’s injuries. Warriors may allot two combat bonus points to do up to two injury points.

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**Unseen targets:** Attacks against unseen targets, if the attacker is basically aware of the target’s location, are at a penalty of 3 in close combat, 6 in ranged combat.

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Falling Damage

Height	Damage	Time	Evasion
up to 10 feet	1d6	1 second	Negates
11-30 feet	2d6	2 seconds	Halves
31-60 feet	3d6	3 seconds	No effect
61-100 feet	4d6	4 seconds	
101-150 feet	5d6	5 seconds	
151-210 feet	6d6	6 seconds	
211-280 feet	7d6	7 seconds	
281-360 feet	8d6	8 seconds	
361-450 feet	9d6	9 seconds	
+50 yards	n/a	+1 second	

Encounters

Group Size	Increase	Size	count as	Size	one
8	+5%	Large	2	Small	2
16	+10%	Huge	4	Tiny	4
32	+15%	Gigantic	8	Fine	8
64	+20%	Titanic	16		
128	+25%				
256	+30%				

How far is my horizon?

Height	Horizon	Height	Horizon
3 feet	2.3 miles	150 feet	16 miles
4 feet	2.7 miles	200 feet	19 miles
5 feet	3 miles	300 feet	23 miles
6 feet	3.3 miles	400 feet	27 miles
8 feet	3.8 miles	500 feet	30 miles
10 feet	4.3 miles	1,000 feet	43 miles
12 feet	4.7 miles	2,000 feet	60 miles
15 feet	5.2 miles	3,000 feet	74 miles
18 feet	5.7 miles	4,000 feet	85 miles
24 feet	6.6 miles	5,000 feet	95 miles
30 feet	7.4 miles	7,500 feet	117 miles
40 feet	8.5 miles	10,000 feet	135 miles
50 feet	9.5 miles	12,000 feet	147 miles
75 feet	12 miles	15,000 feet	165 miles
100 feet	13 miles	20,000 feet	190 miles

Creatures

Type	Saving Roll	Survival	Combat
Fantastic	Health	d8	1
Undead	None	d10	1/2
Animal	Health	d6	1/2
Faerie	Evasion	d6	1/2
Divine	Perception	d8	1
Demon	Fortitude	d8	1
Intelligence Range Learning Evasion			
Unintelligent/Plant	0	n/a	n/a
Animal	1-2	-5	-3
Semi-intelligent	3	-3	-2
Low	4-6	-1	-1
Average	7-13	0	0
High	14-16	+1	+1
Very High	17-18	+3	+2
Incredible	19-20	+5	+3
Divine	21-	+7+	+3+
Charisma Range Perception Willpower			
None	0	n/a	n/a
Animal	1-2	-5	-3
Very Low	3	-3	-2
Low	4-6	-1	-1
Average	7-13	0	0
High	14-16	+1	+1
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## Gods & Monsters



Beyond here lie dragons

Warrior



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**Covered, Immobile, and Non-defending bonuses do not combine.**

## Upkeep & Maintenance

**Poor:** 1 monetary unit per week

**Basic:** 1 monetary unit per day

**Extravagant:** 10-100 monetary units per day

**Weapons:** 10% weapon cost per year

**Armor:** 5% armor cost per month

**Riding animals:** 10% per month

**Other animals:** 5% per month

# Spending Mojo

- Failed but useful archetypal rolls: bid as much mojo as you are willing to spend to succeed. Mojo will only be used as necessary to turn a failed roll into a success. Character gains 50 experience per mojo. If mojo used is enough to increase field (or gain skill, if appropriate), do so.
- Return to semi-consciousness: 1 mojo
- New field: 11 mojo for archetypal and general fields or 15 mojo for other fields.
- New skill in an existing field: 5 mojo, or 7 mojo for restricted fields.
- Field bonus: 4 mojo plus the field's current bonus.
- Ability increase: twice current ability for archetypal ability; additional 10 mojo for non-archetypal abilities.

Archetypal mojo must always be useful.  
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## Combat Bonus Pool

Up to twice level attack bonuses can be placed into the combat pool in any round.

One combat bonus point can be used to benefit either damage, defense, advantage, attempts to throw off surprise, quickdraw, or combat movement by 1.

Four points can be used to gain an extra action. Extra actions occur 5 after the previous action.

## Unarmed Combat Increases

Increase	Damage
0	d2 or d3
+1	d4
+2	d6
+3	d8
+4	d10
+5	d12

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## Gods & Monsters



Beyond here lie dragons

Thief

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## Thief Skill base times

Backstab	1 action
Climb Walls	1/3 move
Cram	1/2 day
Disguise	special
Hide	1 round
Forgery	special
Move Silently	Move-2
Locks & Traps	1 round
Pick Pockets	1 round
Understand Languages	special
Search	5 minutes
Tightrope	1/2 move



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## Mnemonic Sorcerer

It takes spell level times three minutes to impress a spell. The sorcerer must meditate ten minutes to prepare, and must be well-rested.

## Gods & Monsters



Beyond here lie dragons

Sorcerer

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## Upkeep & Maintenance

**Poor:** 1 monetary unit per week

**Basic:** 1 monetary unit per day

**Extravagant:** 10-100 monetary units per day

**Weapons:** 10% weapon cost per year

**Armor:** 5% armor cost per month

**Riding animals:** 10% per month

**Other animals:** 5% per month

# Spending Mojo

1. Failed but useful archetypal rolls: bid as much mojo as you are willing to spend to succeed. Mojo will only be used as necessary to turn a failed roll into a success. Character gains 50 experience per mojo. If mojo used is enough to increase field (or gain skill, if appropriate), do so.
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4. New skill in an existing field: 5 mojo, or 7 mojo for restricted fields.
5. Field bonus: 4 mojo plus the field's current bonus.
6. Ability increase: twice current ability for archetypal ability; additional 10 mojo for non-archetypal abilities.

Archetypal mojo must always be useful.

Practical mojo must always have a purpose.

## Sorcerors

Sorcerors may acquire new spells for three mojo per spell level. Commonly-known spells cost two mojo per spell level.

The sorcerer must have ten times the basic spell components for experiments. When using archetypal mojo, the player may retroactively spend the necessary money if reasonable.

Compatibility rolls apply: Learning, at a bonus of 6, and a penalty of spell level. On a failure, archetypal mojo is not spent. Practical mojo is; the character may try again at a later level for two mojo and three times spell components on hand.

Mnemonic sorcerors must inscribe acquired spells into their spell book using the Inscription spell. When using archetypal mojo, the player may retroactively pay for the ink.



## Movement

Speed	yards per minute	feet per round
Semiconscious movement		half movement
<b>Combat</b>	<b>twice movement</b>	<b>movement</b>
Explore	4 times movement	twice movement
<b>Dash</b>	<b>6 times movement</b>	<b>3 times movement</b>
Walk	10 times movement	5 times movement
Jog	20 times movement	10 times movement
Run	30 times movement	15 times movement
Sprint	50 times movement	25 times movement

When attacking, a character may only use combat movement. When in combat, a character may only use combat movement or dash.

Chases are agility contests. The faster contestant is at +1 for every three points their movement is faster.

Walking speed is approximately one-third movement in miles per hour. Characters can walk twice their movement in miles per day under perfect circumstances.

time base	save attack
endurance rounds	-
<b>endurance minutes</b>	<b>0</b>
endurance times 10 minutes	0
<b>endurance minutes</b>	<b>-1</b>
endurance times 10 minutes	-3
endurance minutes	-8
endurance rounds	-13
endurance seconds	-23

A character can jump as high or as far as half their height. Jumping further requires an agility roll with strength as a major contributor and a penalty of the extra feet (for a long jump) or twice the extra feet (high jump). A character can make a running long jump as far as their height, and the penalty for jumping further is per yard. They must run for three times the distance they wish to jump.

## Ability Modifiers Difficulty Levels

Ability	Major	Minor	Incredibly Easy	+16
3	-3	-2	A Snap	+8
4-5	-2	-1	Very Easy	+4
6-8	-1	0	Easy	+2
9-11	0	0	Difficult	0
12-14	+1	0	Very Difficult	-2
15-16	+2	+1	Extremely Difficult	-4
17	+3	+2	Nearly Impossible	-8
18	+4	+2	Practically Impossible	-16

**Careful attempts** are at +1, and extra careful attempts at +2. Carefulness increases time spent from a round to a minute, to ten minutes, to an hour, to a day.

**Multiple attempts** are at a cumulative penalty of 2.

## Classical Sorcerors

Classical sorcerors have an advantage penalty of two when casting spells.

It takes spell level plus effect level fatigue points to cast a spell.

Characters regain character level fatigue points every two hours when sleeping, every three hours when resting or meditating, and every four hours casually walking or riding.

## Gods & Monsters



Beyond here lie dragons

Sorcerer

# Conflict

**Attack rolls are against an 11 or less.**

**Surprise:** Awareness grants a bonus of 4; sleeping is a penalty of 6. Surprise means a penalty of 2 to defense, 6 to attack, and 10 to advantage on the first round, half that thereafter. A willpower or fortitude roll is required to become unsurprised.

**Death:** Targets who gain injuries must make a Health roll or gain death as an ailment of strength equal to total injuries. Injury point penalty applies. Warriors gain a bonus of level to the roll to contract death. Unconscious characters gain a bonus of two. Simple first aid gives a bonus of two. The action time is one minute (while active), one hour (while resting), or six hours (while unconscious).

**Unconsciousness:** Targets who gain injuries must make a Fortitude roll or fall unconscious in 10 seconds minus the amount the roll was missed. Injury point penalty applies.

**Called Shot:** A character may take a -3 attack and focus the attack on a specific location. Special effects will vary.

**Cover:** Warriors gain a +1 defense for weak cover, +2 for strong, and +3 for full. Non-warriors gain +0, +1, and +2.

**Covered:** If the target is “covered”, the attacker gains a free attack at +4 attack and +1 damage. If the target attacks first, the attacker must make a perception roll for the attack to be free.

**Defensive Action:** A combatant may forego any attack and gain a +2 defense.

**Firing into close combat:** Two to four combatants count as strong cover. Five or more count as full cover. If the target is hit, any of the target’s adjacent attackers who the roll would also have hit must make an Evasion roll or take the same damage. If the attack misses, one random adjacent opponent of the target must make an Evasion roll with defense as a bonus or be hit.

**High Ground:** +1 to either attack or defense.

**Immobilized Target:** Attacking an immobilized target is at +10 attack. Agility does not apply to defense.

**Non-defending opponent:** Attacking a non-defending or unaware opponent is at +4 attack.

**Quickdraw:** A character can attempt to draw and use an available weapon in the same round. An Evasion roll is required. If unsuccessful, the character acts as surprised, which must be thrown off as normal.

**Smaller size:** Smaller defenders who choose not to attack gain a +1 defense per size difference. If the smaller defender attacks, the bonus is halved.

**Subdual (Knockout):** Called shot to the head against an unaware, surprised, or immobilized target required. Target allowed evasion roll, with a bonus according to headgear. If successful, no damage. If unsuccessful, damage is normal except that if damage is greater than the attack roll, one point adds to the target’s injuries. Warriors may allot two combat bonus points to do up to two injury points.

**Subdual (Immobilization):** For a -2 defense, an attacker may try to immobilize a target. A called shot is required. An evasion roll is allowed at +2 for each size difference the target is larger than the attacker. Once partially held, the combatants are in a fortitude contest, with the larger of the two gaining a bonus of 4 for each size difference. If the target succeeds, the hold is broken; if the attacker succeeds, the target is immobilized and further fortitude rolls at -3 are required to break the hold. While partially held neither combatant may attack.

**Unseen targets:** Attacks against unseen targets, if the attacker is basically aware of the target’s location, are at a penalty of 3 in close combat, 6 in ranged combat.

**Covered, Immobile, and Non-defending bonuses do not combine.**

## Upkeep & Maintenance

**Poor:** 1 monetary unit per week

**Basic:** 1 monetary unit per day

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## Sorcerors

Sorcerors may acquire new spells for three mojo per spell level. Commonly-known spells cost two mojo per spell level.

The sorcerer must have ten times the basic spell components for experiments. When using archetypal mojo, the player may retroactively spend the necessary money if reasonable.

Compatibility rolls apply: Learning, at a bonus of 6, and a penalty of spell level. On a failure, archetypal mojo is not spent. Practical mojo is; the character may try again at a later level for two mojo and three times spell components on hand.

If a classical sorcerer has the mnemonic formula for a spell, this counts as “commonly known”.

## Movement

Speed	yards per minute	feet per round
Semiconscious movement		half movement
<b>Combat</b>	<b>twice movement</b>	<b>movement</b>
Explore	4 times movement	twice movement
<b>Dash</b>	<b>6 times movement</b>	<b>3 times movement</b>
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<b>endurance minutes</b>	<b>0</b>
endurance times 10 minutes	0
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## Ability Modifiers Difficulty Levels

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3	-3	-2	A Snap	+8
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15-16	+2	+1	Extremely Difficult	-4
17	+3	+2	Nearly Impossible	-8
18	+4	+2	Practically Impossible	-16

**Careful attempts** are at +1, and extra careful attempts at +2. Carefulness increases time spent from a round to a minute, to ten minutes, to an hour, to a day.

**Multiple attempts** are at a cumulative penalty of 2.

## Prophet

It takes spirit level times two minutes to call a spirit. The prophet must spend twenty minutes in prayer to prepare, and must be well-rested.

## Gods & Monsters



Beyond here lie dragons

Prophet



# Conflict

**Attack rolls are against an 11 or less.**

**Surprise:** Awareness grants a bonus of 4; sleeping is a penalty of 6. Surprise means a penalty of 2 to defense, 6 to attack, and 10 to advantage on the first round, half that thereafter. A willpower or fortitude roll is required to become unsurprised.

**Death:** Targets who gain injuries must make a Health roll or gain death as an ailment of strength equal to total injuries. Injury point penalty applies. Warriors gain a bonus of level to the roll to contract death. Unconscious characters gain a bonus of two. Simple first aid gives a bonus of two. The action time is one minute (while active), one hour (while resting), or six hours (while unconscious).

**Unconsciousness:** Targets who gain injuries must make a Fortitude roll or fall unconscious in 10 seconds minus the amount the roll was missed. Injury point penalty applies.

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**Defensive Action:** A combatant may forego any attack and gain a +2 defense.

**Firing into close combat:** Two to four combatants count as strong cover. Five or more count as full cover. If the target is hit, any of the target’s adjacent attackers who the roll would also have hit must make an Evasion roll or take the same damage. If the attack misses, one random adjacent opponent of the target must make an Evasion roll with defense as a bonus or be hit.

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**Immobilized Target:** Attacking an immobilized target is at +10 attack. Agility does not apply to defense.

**Non-defending opponent:** Attacking a non-defending or unaware opponent is at +4 attack.

**Quickdraw:** A character can attempt to draw and use an available weapon in the same round. An Evasion roll is required. If unsuccessful, the character acts as surprised, which must be thrown off as normal.

**Smaller size:** Smaller defenders who choose not to attack gain a +1 defense per size difference. If the smaller defender attacks, the bonus is halved.

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**Unseen targets:** Attacks against unseen targets, if the attacker is basically aware of the target’s location, are at a penalty of 3 in close combat, 6 in ranged combat.

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Archetypal mojo must always be useful.  
Practical mojo must always have a purpose.

## Movement

Speed	yards per minute	feet per round	time base
Semiconscious	movement	half movement	endurance rounds
<b>Combat</b>	<b>twice movement</b>	<b>movement</b>	<b>endurance minutes</b>
Explore	4 times movement	twice movement	endurance times 10 minutes
<b>Dash</b>	<b>6 times movement</b>	<b>3 times movement</b>	<b>endurance minutes</b>
Walk	10 times movement	5 times movement	endurance times 10 minutes
Jog	20 times movement	10 times movement	endurance minutes
Run	30 times movement	15 times movement	endurance rounds
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Walking speed is approximately one-third movement in miles per hour. Characters can walk twice their movement in miles per day under perfect circumstances.

save attack	time base
-	endurance rounds
<b>0</b>	<b>endurance minutes</b>
0	endurance times 10 minutes
<b>-1</b>	<b>endurance minutes</b>
-3	endurance times 10 minutes
-8	endurance minutes
-13	endurance rounds
-23	endurance seconds

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## Monks

Characters regain character level fatigue points every two hours when sleeping, every three hours when resting or meditating, and every four hours casually walking or riding.

## Gods & Monsters



Beyond here lie dragons

Monk

# Conflict

**Attack rolls are against an 11 or less.**

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Archetypal mojo must always be useful.

Practical mojo must always have a purpose.

## Monks

1. Skill Technique: 2 mojo.
2. Field Technique: 4 mojo.
3. Widen technique from skill to field: 3 mojo.
4. Widen technique from two skills to field: 2 mojo.





## Abilities

Agility:  
Charisma:  
Endurance:  
Intelligence:  
Wisdom:  
Strength:

Level:  
Experience:  
Moral Code:

Species:  
Height:  
Weight:  
Age:  
Home:

## Saving Rolls

Evasion:  
Fortitude:  
Health:  
Learning:  
Perception:  
Willpower:

Archetype:  
Movement:  
Injuries:  
Carry:  
Lift:  
Mojo:  
Money:

Advantage:  
Surprise:  
Defense:  
Hand Attack:  
Thrown Attack:  
Propelled Attack:  
Survival:

## Skills

## Specialties

## Weapons

damage fire range bulk

## Armor

defense agility bulk





Equipment



Archetypal Abilities



Goals & Quotes











## Abilities

Wisdom:  
Charisma:  
Endurance:  
Strength:  
Agility:  
Intelligence:

Level:  
Experience:  
Moral Code:

Archetype:

Movement:

Injuries:

Carry:

Lift:

Mojo:

Money:

Species:

Height:

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Home:

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Defense:

Hand Attack:

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Survival:

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Evasion:  
Fortitude:  
Health:  
Learning:  
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## Skills

## Specialties

## Weapons

damage fire range bulk

## Armor

defense agility bulk



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Equipment

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Archetypal Abilities

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Goals & Quotes

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