NAME

HEALTH

OK | HURTING | OUT | ☠

POSSESIONS - CARRYING

POSSESIONS

TRAITS

BODY

WITS

ATTACK

SKILL DEVELOPMENT

SPECIALTY

OTHER

BASIC RULES

SKILL TEST SKILL x K6; COUNT K6>DIFFICULTY

1. BARELY AND SLOW 2. DONE 3. GOOD 4. GOOD AND QUICK 5. EPIC

ATTACKING A:ATTACK x K6; ANY K6>D:WITS SUCCESS; DAMAGE = COUNT K6>D:ARMOR

ATTACK TRAIT AVG(BODY,WEAPON) AVG(WITS,PROJECTILE)

HEALTH RESTING | FIRST AID + RESTING | TREATMENT

FEATS/MAGIC DECREASE HP BY THE LEVEL OF USED SPECIAL. USE SKILL TEST MECHANIC WITH DIFFICULTY=LEVEL

LEVEL [ ]	LEVEL [ ]	LEVEL [ ]	LEVEL [ ]
TIME	TIME	TIME	TIME
CAST	CAST	CAST	CAST
DISTANCE	DISTANCE	DISTANCE	DISTANCE
AREA	AREA	AREA	AREA
DAMAGE	DAMAGE	DAMAGE	DAMAGE
BUFF	BUFF	BUFF	BUFF
ILLUSION	ILLUSION	ILLUSION	ILLUSION
C/M/D	C/M/D	C/M/D	C/M/D

LEVEL [ ]	LEVEL [ ]	LEVEL [ ]	LEVEL [ ]
TIME	TIME	TIME	TIME
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DAMAGE	DAMAGE	DAMAGE	DAMAGE
BUFF	BUFF	BUFF	BUFF
ILLUSION	ILLUSION	ILLUSION	ILLUSION
C/M/D	C/M/D	C/M/D	C/M/D