



Character Name \_\_\_\_\_

Player Name \_\_\_\_\_

**Attributes****Physical**

Strength	
Toughness	
Coordination	

**Vitality (Max)****Current**

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Str + Tou + Cor

**Defenses**

<b>Parry</b>	<b>Dodge</b>	<b>Block</b>

AS (AD)

**Mental**

Intellect	
Willpower	
Creativity	

**Wounds**

Location (Type)	Severity	Treated
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
Severity Total		

**Armor**

Name	Score
Total Armor	

**Instinctive**

Presence	
Awareness	
Empathy	

**Initiative** \_\_\_\_\_  
AS (AD)

Action Score	Action Dice	Weapon	Atr.	MO	Foc.	Spec.	AS	Action Dice
2	d6			+		+		
3	d8			+		+		
4	d10			+		+		
5	d12			+		+		
6	d6 + d6			+		+		

7	8	9	10	11	12	13	14	15
d6 + d8	d6 + d10	d6 + d12	3d6	2d6 + d8	2d6 + d10	2d6 + d12	4d6	3d6 + d8
<b>Modus Operandi</b>								
<b>MO</b>		<b>Focus</b>		<b>Specialization</b>				
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**Actions****Examples**

<b>Major</b>	Attacking, retrieving stored item
<b>Minor</b>	Change position, ready item, move short distance, interacting with object
<b>Ready</b>	Prepares to take a specific action. Immediately take based on declared action. Does not change initiative
<b>Delay</b>	Take your turn later in the round. Occurs after others actions on that initiative score. Does not change initiative
<b>Recovery</b>	Toughness action check with DS equal to total severity scores of untreated wounds. Gain vitality based on
<b>First Aid</b>	Wounds and effects modify DS. On success, character regains vitality equal to success, up to max vitality.
<b>Rest</b>	An hour of uninterrupted rest to recover back to max vitality regardless of wounds.

**Equipment**

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**Def. Requires**

<b>Block</b>	Readied shield
<b>Dodge</b>	5' space on either side and behind
<b>Parry</b>	Readied familiar weapon