Age | Species | Sex | Social class | Profession

Law Alignment ○○○○○○○○○○ CORRUPTION ○○○○○○○○○○ Chaos Alignment

Trivial +30% | Easy +20% | Routine +10% | Modifiers Standard 0% | Challenging -10% | Hard -20% | Arduous -30%

ATTRIBUTES

Combat	Brawn	Agility	Perception
CB ☐	BB ☐	AB ☐	PB ☐
□□□□□□	□□□□□□	□□□□□□	□□□□□□

Intelligence	Willpower	Fellowship
IB ☐	WB ☐	FB ☐
□□□□□□	□□□□□□	□□□□□□

COMBAT

Initiative ☐ +D10 = ☐ (roll once per session)

Weapon	To hit	Damage	Qualities
		D6+	
		D6+	
		D6+	

Armour:

Dodge ☐ Parry ☐ +10% for a shield Move ☐

SKILLS

If you have no ranks ● in a special skill, flip all rolls to fail

Name	Ranks	Skill	Bonus	Focus
Alchemy	○○○			
Athletics	○○○			
Awareness	○○○			
Bargain	○○○			
Charm	○○○			
Coordination	○○○			
Counterfeit	○○○			
Disguise	○○○			
Drive	○○○			
Eavesdrop	○○○			
Education	○○○			
Folklore	○○○			
Gamble	○○○			
Guile	○○○			
Handle animal	○○○			
Heal	○○○			
Incantation	○○○			
Interrogate	○○○			
Intimidate	○○○			
Leadership	○○○			
Martial melee	○○○			
Martial ranged	○○○			
Navigation	○○○			
Pilot	○○○			
Resolve	○○○			
Ride	○○○			
Rumour	○○○			
Scrutinize	○○○			
Simple melee	○○○			
Simple ranged	○○○			
Skulduggery	○○○			
Stealth	○○○			
Survival	○○○			
Toughness	○○○			
Tradecraft	○○○			
Warfare	○○○			

TALENTS & TRAITS

PERIL THRESHOLD

☐ ☐ ☐ ☐

+6 +12 +18

- ○ Unhindered
- ○ Imperiled
- ○ Ignore 1 skill rank
- ○ Ignore 2 skill ranks
- ○ Ignore 3 skill ranks
- ○ **Incapacitated**

DAMAGE THRESHOLD

☐ ☐ ☐ ☐

+6 +12 +18

- ○ Unharmed
- ○ Lightly wounded
- ○ Moderately wounded
- ○ Seriously wounded
- ○ Greivously wounded
- ○ **Slain!**

INJURIES