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 3 +D10 = ____ (roll once per session)

Weapon	To hit	Damage	Qualities
		D6+	
		D6+	
		D6+	

Armour: Clothing, dangerous, natural

Dodge 0 | Parry 0 +10% for a shield | Move 3

SKILLS

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

Name	Ranks	Skill	Bonus	Focus
Alchemy		0		
Athletics		0		
Awareness		0		
Bargain		0		
Charm		0		
Coordination		0		
Counterfeit		0		
Disguise		0		
Drive		0		
Eavesdrop		0		
Education		0		
Folklore		0		
Gamble		0		
Guile		0		
Handle animal		0		
Heal		0		
Incantation		0		
Interrogate		0		
Intimidate		0		
Leadership		0		
Martial melee		0		
Martial ranged		0		
Navigation		0		
Pilot		0		
Resolve		0		
Ride		0		
Rumour		0		
Scrutinize		0		
Simple melee		0		
Simple ranged		0		
Skulduggery		0		
Stealth		0		
Survival		0		
Toughness		0		
Tradecraft		0		
Warfare		0		

TALENTS & TRAITS

PERIL THRESHOLD

3	12	15	21
	+6	+12	+18

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

DAMAGE THRESHOLD

0	6	12	18
	+6	+12	+18

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

INJURIES