

WELLNES

d12	d10	d8	d6	d4	d1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

⚠ **Unconscious:** Your character is unconscious. You must take the lowest result of skill rolls.

ATTRIBUTES

STRENGTH	FINESSE	AGILITY	CONSTITUTION
WISDOM	KNOWLEDGE	WILLPOWER	CHARISMA

Assign **d4**, **d6**, **d6**, **d8**, **d8**, **d10**, **d10** and **d12** to your attributes.

SKILLS

MASTER TRAINING

d12

EXPERT TRAINING

d10

APPRENTICE TRAINING

d8

NOVICE TRAINING

d6

UNTRAINED SKILLS
d4 All skills you have access to but not been trained in.

When starting, gain **d10 Expert** training in any 3 skills, **d8 Apprentice** training in any 4 skills (each from different categories) and **d6 Novice** training in a number of skills equal to half your Knowledge attribute.

WEAPONS

WEAPON	RANGE	SEVERITY
_____	<input type="checkbox"/>	<input type="checkbox"/>
AMMO	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
AMMO	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
AMMO	<input type="checkbox"/>	<input type="checkbox"/>

ARMOR

FEATS

SHIELDS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

OMENS

○○○

○○○

○○○

SHIELDS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

STAMINA

STAMINA

MAX.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TEMPORARY

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Your starting Stamina maximum is equal to a third, rounded down, of you combined **Willpower** and **Agility** attribute dice.

INJURIES

INJURIES

SEVERITY	INJURIES	TEMPORARY
1 Superficial <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2 Significant <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3 Serious <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4 Grave <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5 Fatal <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CONDITIONS

CONDITIONS

CONDITIONS	MARKS	TEMPORARY
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

AFFLICTIONS

AFFLICTIONS

AFFLICTIONS	MARKS	TEMPORARY
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

LUCK

LUCK

MAX Luck Dice

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TEMPORARY

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Luck Limit is equal to one less than a third, rounded down, of you combined **Charisma** and **Knowledge** attribute dice.

When making a Skill Roll you may spend a Luck Die to reroll the result die and add to roll result.

