WELLNE	D12	D10	D8				Range	Severity		Stamina		TEMPORARY
ΜE						WEAPON						
			*	Unconscious: Your chan You must take the lowest	result of skill rolls.	Аммо			V I W I V S You			
	Stre	INGTH	FINESSE	AGILITY	CONSTITUTION	WEAPON				ur starting Stamina m		third, rounded down, of
						о с ч ч ч ч ч ч			you	combined Willpow	ver and Agility attri	bute dice.
TES	Wis	DOM	KNOWLEDGE	WILLPOWER	CHARISMA	MEAPON				Severity	Injuries	Temporary
I B U						≥ Аммо			1	Superficial		
ATTRIBUTES									2	Significant		
<pre>▼ A</pre>	Assign	d4, d6, d	l6, d8, d8, d10, d	d10 and d12 to	your attributes.	Armor			۳ <u>–</u> 3	Serious		
		Master	Training			FEATS		SHIELDS	3 3 4	Grave		
	D12								<u>-</u> 5	Fatal		
										Conditions		Темрога
		Expert	TRAINING			Omens		SHIELDS	。 	J		
	D10					<u>۳</u> 000			Z 0	J		
						× 000			C O N D I T I O N S]		
						< 000			CON]		
		Appren	fice Training									
	D8									AFFLICTIONS	Marks	Tempora
									S N O]		
		Novice	Fraining						AFFLICTIONS			
	D6)		
									<			
									_			
			ED SKILLS						Max			TEMPORA
s			you have access								Less than a third r	
When starting, gain d10 Expert training in any 3 skills, d8 Apprentice training in any 4 skills (each from different				kills (each from d	ifferent				U U		ne less than a third, ro and <mark>Knowledge</mark> attr	
categories) and d6 Novice training in a number of skills equal to half your Knowledge attribute.				ig in a number of	skills equal to half				L Who	en making a Skill Ro ult die and add to rol	oll you may spend a L I result.	UCK DIE to reroll the

Archetype Vocation	Build a dice pool consisting of the dice associated with 1) your current Wellness level, 2) the Attribute you need to roll and 3) the Skill you need to roll for. ? ? ? ? WELLNESS ATTRIBUTE SKILL Roll your three dice and sort them from lowest face result to highest face result. If two or more dice have the same result, then sort those dice from the smallest dice (eg d4) to the largest dice (eg d12). Select the middle dice as the result to your roll. If rolling with advantage instead use the highest dice result and if rolling with disadvantage then use the lowest dice result.	
PLAYBOOKS TIERS		CHARACTER SHEET
	1) Set the Scene with the Game Moderator describing the situation and any environmental effects.	
	2) Announce Intent by having each character say what actions they plan to execute.	
	 3) Resolve Actions in the order of: Influence - talking, shouting and intimidating actions. Movement - running, climbing and jumping actions. Interaction - object interactions. Combat - striking, shooting and brawling actions. 	Character: Player:
	4) Resolve Casualties by removing defeated characters from the encounter.	
	Triggered actions can be performed at any time, when the conditions of that action are met. You can only perform one triggered action in response to something happening (eg when being attacked you cannot both Guard and Dodge).	Ancestry: Archetype:
	Every action a character resolves imposes a -2 dice face penalty to each additional skill roll made that round. Apply this penalty before sorting your dice by reducing their face values by the penalty amount, down to a minimum of 1 per dice. You may split the penalty across each of the dice in your pool. The penalties are reset at the start of each round.	Vocation: Contingency RPG