Character Sheet

NAME

PLAYER

DOM	**GRA**	**PER**
MARKS ☐ ☐	MARKS ☐ ☐	MARKS ☐ ☐

ENDURANCE (7D POOL) ☐ ☐ ☐ » +1P ☐ ☐ ☐ » +1P ☐ » DOWNED

CON	**REV**	**HAR**
MARKS ☐ ☐	MARKS ☐ ☐	MARKS ☐ ☐

MORALE (7D POOL) ☐ ☐ ☐ » +1P ☐ ☐ ☐ » +1P ☐ » DOWNED

DOWNED: ALL ACTIONS REQUIRE YOU TO EITHER TAKE A MARK OR BE ASSISTED BY ANOTHER PLAYER.

Conditions and Status Effects

CONDITION

CONDITION

CONDITION

Fighting Style

CHOOSE A FIGHTING STYLE THAT YOU HAVE MASTERED.

RANGED WEAPONS THROWN WEAPONS

ONE-HANDED WEAPONS TWO-HANDED WEAPONS

DUAL-WIELDING CONCEALED WEAPONS

BRAWLING SHIELDS

FIGHTING STYLE

Expertise Die

You have an **Expertise Die**, a special d8. When you are acting in relation to your chosen fighting style, add this expert die to your roll.
If the Expertise Die lands on either a six (6) or seven (7), it counts as an eight (8).

AS AN EXPERT YOU ALSO HAVE ACCESS TO TWO TALENTS FROM THE LIST BELOW.

Talent: Born Leader

When you **Provide Assistance** to an ally, they may add two dice to their roll instead of the usual one.

Talent: Shield Warden

You may perform an **Interrupt Action** (rolling with a relevant attribute) to protect an ally from taking physical harm.
Critical: your ally takes no harm and you both clear a mark.
Grim: either you or your ally takes the harm.
Disastrous: your ally drops either a Bloodied or Rattled die (whichever is relevant in the situation) and then takes the harm.
Once the action has been resolved, take a mark against the attribute you rolled with.

Talent: Sneaky Rogue

When performing an action, against a single target, and you are completely hidden from them, you may add your **Conviction** attribute dice and marks to the roll.
Once the action has been resolved, take a mark against your Conviction attribute.

Talent: Deadeye

When performing a ranged attack action, you may ignore all Pressure Die imposed by the difficulty of the roll. (ie Pressure Die added from harm still get applied).
Once the action has been resolved, take a mark against the attribute you rolled with.

Talent: Field Medic

The battle field is a dangerous place, and injuries are plentiful. You spend some time patching up an ally. Make an action roll with a relevant attribute and on a success the target may recover either an Endurance or Morale die.
You may choose to **Take a Mark** prior to rolling, in order to perform this talent "in the moment".