



NAME

PHYSICAL

MENTAL

FLAW

Role-playing your profession

Role-playing your ethnicity

Role-playing your ideology

Appearance

Background

AFFILIATION

Profession

Religion

Proficiency level

Ethnicity

Birthplace

Experience

Gender

Measurements

Age

Attack - melee

Attack - ranged

Damage - melee

Dodge

Parry

Animal handling

Athletics

Crafting

Health

Influence

Medicine

Nature

Operating

Perception

Performance

Sleight of hand

Society

Stealth

Survival

Willpower

Wrestling

SKILLS & EXPERTISE

Raw

Cooked

Wretched - 1d4

Poor - 1d6

Modest - 1d8

Comfortable - 1d10

Wealthy - 1d12

RATIONS

3 rations = 1

CARRYING CAPACITY

EQUIPMENT



ALTERa

NAME

◇◇◇◇

◇◇◇◇

◇◇◇◇

◇◇◇◇

◇◇◇◇

Vocations

EXHAUSTION LEVEL

HIT POINTS

♣

♠

♦

♥

Bludgeon.

Piercing

Slashing

Energy



Attack, dash, defend, help, ready an action, use a skill, wrest, use a special action.

ACTIONS



Including personal perks.

PASSIVE FEATURES



Dodge, parry, release an action.

REACTIONS



Interact with an object, hide, move: recall information, speak.

FREE ACTIONS

Armor Class

Parry

a) Firing attacks (🔫)

b) Swinging attacks

c) Thrusting attacks

Dodge

Layers

Durability

ARMOR

Weapon	Attack	Firing	Swinging	Thrusting	Range	Durability

WEAPONS