












Background	
	

Age

		Attack - melee
		Attack - ranged
		Damage - melee
		Dodge
		Parry

	Raw	Cooked
Wretched - 1d4	_____	_____
Poor - 1d6	_____	_____
Modest - 1d8	_____	_____
Comfortable - 1d10	_____	_____
Wealthy - 1d12	_____	_____

RATIONS

◆◆◆◆	○ _____	Animal handling
◆◆◆◆	○ _____	Athletics
◆◆◆◆	○ _____	Crafting
◆◆◆◆	○ _____	Health
◆◆◆◆	○ _____	Influence
◆◆◆◆	○ _____	Medicine
◆◆◆◆	○ _____	Nature
◆◆◆◆	○ _____	Operating
◆◆◆◆	○ _____	Perception
◆◆◆◆	○ _____	Performance
◆◆◆◆	○ _____	Sleight of hand
◆◆◆◆	○ _____	Society
◆◆◆◆	○ _____	Stealth
◆◆◆◆	○ _____	Survival
◆◆◆◆	○ _____	Willpower
◆◆◆◆	○ _____	Wrestling
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**SKILLS & EXPERTISE**

*3 rations = 1*

(d) _____	(G) _____
CARRYING CAPACITY	EQUIPMENT





NAME

\_\_\_\_\_

\_\_\_\_\_

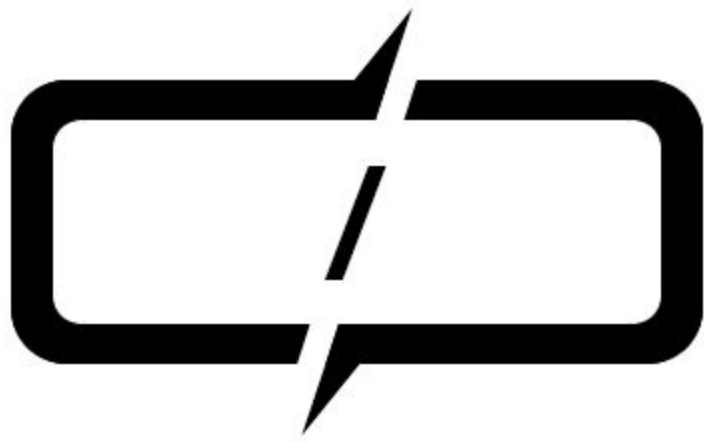
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Vocations

EXHAUSTION LEVEL



HIT POINTS

Bludgeon. Piercing Slashing Energy



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

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ACTIONS



Including personal perks.

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PASSIVE FEATURES



Dodge, parry, release an action.

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REACTIONS



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

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FREE ACTIONS

Armor Class

Parry

Dodge

Layers

Durability

VS

OR

ARMOR

Weapon

Attack

Firing

Swinging

Thrusting

Range

Durability

WEAPONS