name

player

class

foci

level

level

background

scars

ocs	attribute		mod
	STRength	3	-2
		4 - 7	-1
	CONstitution	8 - 13	0
		14 -17	+1
	DEXterity	18	+2
	INTelligence		
	WISdom		
	CHArisma		

← att score improvements (max 6)

save	
Physical	d20 >=
Evasion	d20 >=
Mental	d20 >=
Luck	d20 >=

16 - level - best mod

Max Hit Points

(class + con mod) * level

Weave Points

(1 + best mod INT, WIS, or CHA) * level

Initiative DEX mod d8 +

Naked AC

10 + DEX mod

with shield

Armour Class

hit check:

d20 + mods >= eny AC

nat 20 always hits

nat 1 always misses

Attack Bonus

	ft	m	sq	st
	5	1.5	1	
thrw axe	10	3.0	2	
	15	4.5	3	
	20	6.0	4	t-2
	25	7.5	5	t-1
human	**30**	**9.0**	**6**	**t**
	35	10.5	7	F-1
	40	12.0	8	F
	45	13.5	9	F+1
short bow	50	15.0	10	F+2
	55	16.5	11	F+3
	60	18.0	12	tt
	65	19.5	13	Ft-1
	70	21.0	14	Ft
	75	22.5	15	FF-1
	80	24.0	16	FF
	85	25.5	17	FF+1
	90	27.0	18	ttt
	95	28.5	19	Ftt-1
longbow	100	30.0	20	Ftt
	105	31.5	21	FFt-1
	110	33.0	22	FFt
	115	34.5	23	FFF-1
	120	36.0	24	FFF
	125	37.5	25	Fttt-1
	130	39.0	26	Fttt
	135	40.5	27	FFtt-1

Stab	-2
Shoot	-2
Punch	-2
Magic	-1
Administer	-1
Connect	-1
Convince	-1
Craft	-1
Exert	-1
Heal	-1
Hunt	-1
Know	-1
Lead	-1
Notice	-1
Perform	-1
Pray	-1
Ride	-1
Sail	-1
Sneak	-1
Survive	-1
Trade	-1
Work	-1
	-1
	-1
spare skill points	

skill check:

2d6 + mod + skill

>= Difficulty

	Stab	Shoot	Punch
	skill + AB	skill + AB	skill + AB
STR mod	d20 +		d20 +
DEX mod	d20 +	d20 +	d20 +
		>= eny AC	

+ STR or DEX mod

range	traits	dmg	shock	weapon	att

equipment