

3d6 Abi TCs circles are TCs / diamonds are DCs

Abilities

STRength
CONstitution
DEXterity
INTelligence
WISdom
CHARisma

Abi DC 21 - Abi DC

Physical
Body
Evasion
Learning
Mental

DC
TC

DC = 21 - TC and TC = 21 - DC

INI modifier is Impulse DC →

name

HP max

Hit Points

CP max

Cast Points

Info

player
origin
level
class
background
appearance

traits

scars

Amber Blue Coal Copper Gold Night Quartz Red Scarlet Silver Turquoise Faery
Arrow Ball Crown Disk Finger Flail Hand Hut Net Pole Powder Shield

Skills

11 Administer
12 Build
13 Connect
14 Cook
15 Exert
16 Fish
17 Gather
18 Grow
21 Heal
22 Herd
23 Hunt
24 Lead
25 Negotiate
26 Perform
27 Pray
28 Read
31 Ride
32 Sail

33 Scout
34 Spy
35 Steal
36 Swim
37 Trade
38 Travel
41 Craft
42 Know
43 _____
44 _____
d5d8 _____

1 Weave
2 Feel
3 Seize
4 Soak
5 Mutate
6 Entwine

ranged

1 Bows
2 Crossbows
3 Slings
4 Javelins
5 Throw

mlee

7 Axes
8 Maces
9 Staves
10 Spears
11 Swords
12 Knives
13 Punch
14 Grapple

16 Shields
17 Dodge

skills start at +0, but default to -2, max is char level + 1
1d20 + skill ≥ some TC

AC Weapon Range Attack Damage

base AC + best of Dodge, Shield or F.Skill

no shield shield

ft / m / sq F Skill Dice + F Skill if melee

Configurations

base AC: no armour 10 / gambeson 12 / mail shirt 14 / mail hauberk 16