

3d6 Abi TCs circles are TCs / diamonds are DCs

DC ⇌ TC
 3 ⇌ 18
 4 ⇌ 17
 5 ⇌ 16
 6 ⇌ 15
 7 ⇌ 14
 8 ⇌ 13
 9 ⇌ 12
 10 ⇌ 11
 TC ⇌ DC

INI modifier
 is Impulse DC →

Physical
 Body
 Evasion
 Impulse
 Learning
 defend → DC
 transcend → TC

Abilities

STRength
 CONstitution
 DEXterity
 INTelligence
 WISdom
 CHARisma

Abi DC 21 - Abi DC DC = 21 - TC and TC = 21 - DC

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

↑ ranged

↑ melee

Skills

11 Administer	+	34 Scout	+
12 Build	+	35 Spy	+
13 Connect	+	36 Steal	+
14 Cook	+	37 Swim	+
15 Exert	+	38 Trade	+
16 Fish	+	41 Travel	+
17 Gather	+	42 Craft	+
18 Grow	+	43 Know	+
21 Heal	+	44	+
22 Herd	+	45	+
23 Hunt	+	46	+
24 Lead	+	d4d8	+
25 Log	+		
26 Negotiate	+	1 Throw	+
27 Perform	+	2 Wrap	+
28 Pray	+	3 Bind	+
31 Read	+	4 Feel	+
32 Ride	+	5 Soak	+
33 Sail	+	6 Radiate	+

1 Bows	+
2 Crossbows	+
3 Slings	+
4 Javelins	+
5 Throw	+
6 Axes	+
7 Maces	+
8 Staves	+
9 Spears	+
10 Swords	+
11 Knives	+
12 Punch	+
13 Grapple	+
14 Shields	+
15 Dodge	+

name

↑ Hit Points

HP max

↑ Info

CP max

↑ Cast Points

player

level

class

background

origin

religion

appearance

traits (p12-13)

languages

scars

1 Amber 2 Blue 3 Coal 4 Copper 5 Gold 6 Night 7 Quartz 8 Red 9 Scarlet 10 Silver 11 Turquoise
 12 Faery

1 Arrow 2 Ball 3 Crown 4 Disk 5 Finger 6 Flail 7 Hand 8 Hut 9 Net 10 Pole 11 Powder 12 Shield

AC Weapon Range Attack Damage

base AC + best of Dodge, Shield or F Skill

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

w/o shield with shield

↑ Configurations

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