

Alignment Chart

Virtues

Lustful	Chaste
Goes First	Goes Last
Forgiving	Vengeful
Sharer	Ninja
Nonst	Occetful
Decetful	Crud
Humble	Proud
Pious	Worldly
Crusting	Suspicious
Valorous	Cowardly
Curious	Indifferenc

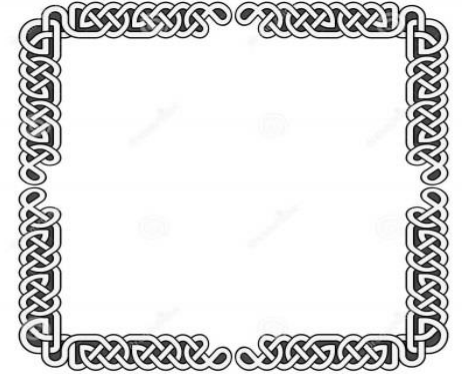
End	Yes
Justifies	2
The	3
Owns	4
-mcre	5
	6
	7
	8
	9
	No

Favourite weapon: _____
 Best skill: _____
 Favourite treasure: _____
 Favourite monster: _____
 Known weakness: _____
 Most hated foe: _____

Race: _____
 Gender: _____
 Height: _____
 Weight: _____
 Eyes & hair: _____
 Appearance: _____
 Scars: _____
 Doctor(s): _____

Level xp

Name: _____
 Known as: _____
 Cites: _____
 Occupation(s): _____



Primary stats					Skills				Skills					Location			Hero Attributes	
Secondary stats					Base	XP	Mods	Total	Base	XP	Mods	Total	Armour	Wound				
Strength (STR)	<input type="text"/>				Dodge (roll under)								Skull					
Agility (AGI)	<input type="text"/>				Jump								Eyes					
Constitution (CON)	<input type="text"/>				Climb								Face					
Intelligence (INT)	<input type="text"/>				Sneak & Hide								Neck					
Presence (PRE)	<input type="text"/>				Unarmed (def= ½+1)								Shoulders					
Willpower (WIL)	<input type="text"/>												Arms					
Intuition (INU)	<input type="text"/>												Elbows					
Movement (MOV)	<input type="text"/>												Hands					
Initiative (INI)	<input type="text"/>												Thorax					
Moxie (MOX)	<input type="text"/>												Abdomen					
Damage bonus (DB)	<input type="text"/>												Groin					
Awareness (AWA)	<input type="text"/>												Legs					
Deduction (DED)	<input type="text"/>												Knee					
Mana (MAN)	<input type="text"/>												Feet					
												Armour Penalty:		<input type="text"/>				
												Injury Point Max :		<input type="text"/>				
												Injury points left :						
												10 IP left = -2						
												5 IP left = -4						
												Death's Door: D <input type="checkbox"/> D <input type="checkbox"/> D <input type="checkbox"/> L <input type="checkbox"/> L <input type="checkbox"/> L <input type="checkbox"/>						

Block = ½ weapon skill +1. Max 9. Shield/Block add +4/+2 defence

Weapons, Equipment & Loot

In Backpack (More than 7 L = -4 movement and combat)

On head

In & on hands

On back

Worn (Clothes etc)

Satchel / Small Bag* (Max 5 M)

Belt (s) (Max 2 L / belt)

Precious stones & Jewellery

Gold pieces

Silver pieces

Bronze pieces

Tin pieces

Core Skills & Attributes

Terror Points and Terror Levels

Failed Terror roll (WIL) with:

- 1-2 points = Trembles, wide-eyed, worried. -1 to all actions
- 3-4 points = Scared and startled, stutters, mainly focused on terror source. -2 to all actions.
- 5-6 points = Trembles in fear, cannot speak properly, moves away from source, cannot approach. Cannot think of anything else. -4 to all actions
- 7+ points = Panics, screams, flees, faints, soils himself or is paralyzed (1T4nd). No other actions + risk of permanent Madness (3D6 WIL again)

Terror Points:

Artefacts

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