

PLAYER Josh
 KIN Mallard AGE Young
 PROFESSION Prize Fighter
 WEAKNESS Boastful

DRAGON BANE

APPEARANCE
Boots & Cloak
Backpack

NAME DUGGY

STR 13 CON 15 AGL 17 INT 12 WIL 11 CHA 12

EXHAUSTED SICKLY DAZED ANGRY SCARED DISHEARTENED

DAMAGE BON. STR D4 DAMAGE BON. AGL D6 MOVEMENT 8

ABILITIES & SPELLS

Ill Tempered = 3 wp
 (Boon to skill roll)

Iron Fist = 1 wp
 (unarmed attack 2d8)

Web Feet
 (Boon to all swim rolls & normal move in water)

GOLD

SILVER

COPPER

SKILLS

◇ 14 Acrobatics (AGL)	WEAPON SKILLS
◇ 10 Awareness (INT)	◇ 6 Axes (STR)
◇ 5 Bartering (CHA)	◇ 7 Bows (AGL)
◇ 5 Beast Lore (INT)	◇ 12 Brawling (STR)
◇ 5 Bluffing (CHA)	◇ 7 Crossbows (AGL)
◇ 5 Bushcraft (INT)	◇ 6 Hammers (STR)
◇ 6 Crafting (STR)	◇ 14 Knives (AGL)
◇ 14 Evade (AGL)	◇ 7 Slings (AGL)
◇ 10 Healing (INT)	◇ 6 Spears (STR)
◇ 7 Hunting & Fishing (AGL)	◇ 7 Staves (AGL)
◇ 5 Languages (INT)	◇ 6 Swords (STR)
◇ 5 Myths & Legends (INT)	SECONDARY SKILLS
◇ 10 Performance (CHA)	◇ _____
◇ 5 Persuasion (CHA)	◇ _____
◇ 7 Riding (AGL)	◇ _____
◇ 5 Seamanship (INT)	◇ _____
◇ 7 Sleight of Hand (AGL)	◇ _____
◇ 7 Sneaking (AGL)	◇ _____
◇ 5 Spot Hidden (INT)	◇ _____
◇ 14 Swimming (AGL)	◇ _____

INVENTORY

ENCUMBRANCE LIMIT

1 Sleeping Fur

2 Oil Lamp

3 Food =

4 Torch =

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

MEMENTO

Flute

TINY ITEMS

Backpack +2 Items

Flint & Tinder

ARMOR

Leather

ARMOR RATING 1

BANE ON:
 ◇ SNEAKING ◇ EVADE
 ◇ ACROBATICS

HELMET

ARMOR RATING _____

BANE ON:
 ◇ AWARENESS
 ◇ RANGED ATTACKS

◇ ROUND REST ◇ STRETCH REST

WILLPOWER POINTS

11

WEAPON/SHIELD	GRIP	RANGE	DAMAGE	DURABILITY	FEATURES
Dagger	14	12	d8	9	Subtle Pierce Slash
Parrying Dagger	14	2	d6	15	Subtle Pierce Slash
Brawling / Brass Knu	14	1	d6 +2	15	Bashing

HIT POINTS

15

DEATH ROLLS

SUCCESSES | FAILURES

◇ ◇ ◇ | ◇ ◇ ◇

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APPEARANCE _____

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ABILITIES & SPELLS

Ill Tempored 3wp
Web Feet
Iron Fist 1wp

SKILLS

◇ <u>14</u> Acrobatics (AGL)	WEAPON SKILLS
◇ <u>10</u> Awareness (INT)	◇ <u>6</u> Axes (STR)
◇ <u>5</u> Bartering (CHA)	◇ <u>7</u> Bows (AGL)
◇ <u>5</u> Beast Lore (INT)	◇ <u>12</u> Brawling (STR)
◇ <u>5</u> Bluffing (CHA)	◇ <u>7</u> Crossbows (AGL)
◇ <u>5</u> Bushcraft (INT)	◇ <u>6</u> Hammers (STR)
◇ <u>6</u> Crafting (STR)	◇ <u>14</u> Knives (AGL)
◇ <u>14</u> Evade (AGL)	◇ <u>7</u> Slings (AGL)
◇ <u>10</u> Healing (INT)	◇ <u>6</u> Spears (STR)
◇ <u>7</u> Hunting & Fishing (AGL)	◇ <u>7</u> Staves (AGL)
◇ <u>5</u> Languages (INT)	◇ <u>6</u> Swords (STR)
◇ <u>5</u> Myths & Legends (INT)	SECONDARY SKILLS
◇ <u>10</u> Performance (CHA)	◇ _____
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◇ <u>7</u> Riding (AGL)	◇ _____
◇ <u>5</u> Seamanship (INT)	◇ _____
◇ <u>7</u> Sleight of Hand (AGL)	◇ _____
◇ <u>7</u> Sneaking (AGL)	◇ _____
◇ <u>5</u> Spot Hidden (INT)	◇ _____
◇ <u>14</u> Swimming (AGL)	◇ _____

ENCUMBRANCE LIMIT

INVENTORY 7

- Sleeping Fur
- Oil Lamp
- Back Pack + 2 items
- Food 7
- Torch - 5
-
-
-
-
-

MEMENTO Flute

GOLD 30

SILVER 9

COPPER 15

TINY ITEMS

Flint & Tinder

ARMOR RATING 1 Leather

BANE ON:
 ◇ SNEAKING ◇ EVADE
 ◇ ACROBATICS

ARMOR RATING 1 Helmet

BANE ON:
 ◇ AWARENESS
 ◇ RANGED ATTACKS

◇ ROUND REST ◇ STRETCH REST

WILLPOWER POINTS 11

WEAPON/SHIELD	GRIP	RANGE	DAMAGE	DURABILITY	FEATURES
<u>Dagger</u>	<u>14</u>	<u>13</u>	<u>D8</u>	<u>9</u>	<u>Subtle Pierce slash, Thrown</u>
<u>Parrying Dagger</u>	<u>14</u>	<u>2</u>	<u>D6</u>	<u>15</u>	<u>Subtle, Pierce, slash</u>
<u>Brawling</u>	<u>D6</u>	<u>with Brass Knuckles</u>	<u>D6+2</u>		

HIT POINTS 15

DEATH ROLLS SUCCESSSES FAILURES
 ◇ ◇ ◇ | ◇ ◇ ◇