

PLAYER Walter
 KIN Elf AGE Young
 PROFESSION Fighter
 WEAKNESS Reckless

DRAGON BANE

APPEARANCE Prominent Tatoo
Cloak and boots
Backpack

NAME LASSE

STR 16 CON 14 AGL 14 INT 11 WIL 12 CHA 10

EXHAUSTED SICKLY DAZED ANGRY SCARED DISHEARTENED

DAMAGE BON. STR d4 DAMAGE BON. AGL d4 MOVEMENT 12

ABILITIES & SPELLS

Inner Peace = 0 wp
 (Recover d6 wp/hp)

Veteran = 1 wp
 (Keep Initiative Card)

GOLD _____

SILVER _____

COPPER _____

SKILLS

◇ 7 Acrobatics (AGL)	WEAPON SKILLS
◇ 5 Awareness (INT)	◇ 14 Axes (STR)
◇ 5 Bartering (CHA)	◇ 12 Bows (AGL)
◇ 5 Beast Lore (INT)	◇ 14 Brawling (STR)
◇ 5 Bluffing (CHA)	◇ 12 Crossbows (AGL)
◇ 12 Bushcraft (INT)	◇ 7 Hammers (STR)
◇ 7 Crafting (STR)	◇ 12 Knives (AGL)
◇ 13 Evade (AGL)	◇ 6 Slings (AGL)
◇ 6 Healing (INT)	◇ 7 Spears (STR)
◇ 12 Hunting & Fishing (AGL)	◇ 6 Staves (AGL)
◇ 5 Languages (INT)	◇ 15 Swords (STR)
◇ 5 Myths & Legends (INT)	SECONDARY SKILLS
◇ 5 Performance (CHA)	◇ _____
◇ 5 Persuasion (CHA)	◇ _____
◇ 6 Riding (AGL)	◇ _____
◇ 5 Seamanship (INT)	◇ _____
◇ 6 Sleight of Hand (AGL)	◇ _____
◇ 6 Sneaking (AGL)	◇ _____
◇ 6 Spot Hidden (INT)	◇ _____
◇ 6 Swimming (AGL)	◇ _____

INVENTORY

ENCUMBRANCE LIMIT 10

1 Food =

2 Torch =

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

MEMENTO Bone Dice

TINY ITEMS

Flint & Tinder

Backpack +2

ARMOR **ARMOR RATING** 4

Guided Chainmail

BANE ON: ◇ SNEAKING ◇ EVADE ◇ ACROBATICS

HELMET **ARMOR RATING** _____

BANE ON: ◇ AWARENESS ◇ RANGED ATTACKS

◇ ROUND REST ◇ STRETCH REST

WILLPOWER POINTS

12

WEAPON/SHIELD	GRIP	RANGE	DAMAGE	DURABILITY	FEATURES
Broadsword	1H	2	2d6	15	Piercing Slashing
Small Shield	1H	2	1d8	15	Bludgeoning
Long Bow	2H	100	1d12	6	Piercing

HIT POINTS

14

DEATH ROLLS _____

SUCCESSES _____

FAILURES _____

PLAYER Walter Young
 KIN FIF AGE 26
 PROFESSION Fighter
 WEAKNESS Reckless

DRAGON BANE

APPEARANCE Prominent Tattoo

NAME LASSÉ

STR 16 CON 14 AGL 14 INT 11 WIL 12 CHA 10

EXHAUSTED SICKLY DAZED ANGRY SCARED DISHEARTENED

DAMAGE BON. STR 1d4 DAMAGE BON. AGL 1d4 MOVEMENT 12 ENCUMBRANCE LIMIT 8

ABILITIES & SPELLS

- VETERAN* = 1 WP
 - KEEP INT IN COMBAT
 - INNER PEACE = 0 WP
 RECOVER +1d6 WP/HP

SKILLS

◆ 7 Acrobatics (AGL)
 ◆ 5 Awareness (INT)
 ◆ 5 Bartering (CHA)
 ◆ 5 Beast Lore (INT)
 ◆ 5 Bluffing (CHA)
 ◆ 11 Bushcraft (INT)
 ◆ 7 Crafting (STR)
 ◆ 13 Evade (AGL)
 ◆ 6 Healing (INT)
 ◆ 12 Hunting & Fishing (AGL)
 ◆ 5 Languages (INT)
 ◆ 5 Myths & Legends (INT)
 ◆ 5 Performance (CHA)
 ◆ 6 Persuasion (CHA)
 ◆ 6 Riding (AGL)
 ◆ 5 Seamanship (INT)
 ◆ 6 Sleight of Hand (AGL)
 ◆ 6 Sneaking (AGL)
 ◆ 6 Spot Hidden (INT)
 ◆ 6 Swimming (AGL)

WEAPON SKILLS

◆ 14 Axes (STR) *
 ◆ 12 Bows (AGL) *
 ◆ 14 Brawling (STR) *
 ◆ 12 Crossbows (AGL) *
 ◆ 7 Hammers (STR)
 ◆ 12 Knives (AGL) *
 ◆ 6 Slings (AGL)
 ◆ 7 Spears (STR)
 ◆ 6 Staves (AGL)
 ◆ 15 Swords (STR) *

SECONDARY SKILLS

◆ _____
 ◆ _____
 ◆ _____
 ◆ _____
 ◆ _____
 ◆ _____

INVENTORY

1 Torch 5
 2 Food 3
 3
 4
 5
 6
 7
 8
 9
 10

MEMENTO

Bone Dice

TINY ITEMS

Flint & Tinder

GOLD 32
SILVER 8
COPPER 19

ARMOR 4 Chainmail
 BANE ON:
 ◆ SNEAKING ◆ EVADE
 ◆ ACROBATICS

HELMET 3
 BANE ON:
 ◆ AWARENESS
 ◆ RANGED ATTACKS

◆ ROUND REST ◆ STRETCH REST

WILLPOWER POINTS

12

WEAPON/SHIELD	GRIP	RANGE	DAMAGE	DURABILITY	FEATURES
Broad Sword	14	2	2d6	15	Piercing, Slashing
Small Shield	14	2	1d8	15	Bludgeoning
Long Bow	24	100	1d10	6	Piercing

HIT POINTS

14

DEATH ROLLS SUCCESSSES FAILURES