

PLAYER Jon
 KIN Human AGE Adult
 PROFESSION Knight
 WEAKNESS Boastful

DRAGON BANE

APPEARANCE Wild Eyes
Cloak & Boots
Backpack

NAME MAD MORDAAIN

STR 13 CON 10 AGL 12 INT 12 WIL 10 CHA 9

EXHAUSTED SICKLY DAZED ANGRY SCARED DISHEARTENED

DAMAGE BON. STR d4 DAMAGE BON. AGL _____ MOVEMENT 10

ABILITIES & SPELLS

Adaptive = 3 wp
 (can roll for an alt skill when rolling skill check)

Guardian = 2 wp
 (can at any time step in and take blow - 2 meters)

GOLD _____

SILVER _____

COPPER _____

SKILLS

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

INVENTORY

ENCUMBRANCE LIMIT 9

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

MEMENTO
A Bone Whistle

TINY ITEMS
Flint & Tinder
Backpack +2 spaces

ARMOR
 ARMOR RATING 4
Chainmail
 BANE ON:
 ◇ SNEAKING ◇ EVADE
 ◇ ACROBATICS

HELMET
 ARMOR RATING 1
Open Helmet
 BANE ON:
 ◇ AWARENESS
 ◇ RANGED ATTACKS

◇ ROUND REST ◇ STRETCH REST

WILLPOWER POINTS
 10

WEAPON/SHIELD	GRIP	RANGE	DAMAGE	DURABILITY	FEATURES
Small Shield	1H	2	d8	15	Bludgeoning
Small Flail	1H	2	2d8	15	Bludgeoning Topple
Long Sword	1H	2	2d8	15	Piercing Slashing

HIT POINTS
 10

DEATH ROLLS _____ SUCCESSES ◇◇◇ FAILURES ◇◇◇

PLAYER Jon Miller
 KIN Human AGE Adult
 PROFESSION Knight
 WEAKNESS Boastful

DRAGON BANE

APPEARANCE Balding

NAME Mad Mordacin

STR 13 CON 10 AGL 12 INT 12 WIL 10 CHA 9

EXHAUSTED SICKLY DAZED ANGRY SCARED DISHEARTENED

DAMAGE BON. STR 24 DAMAGE BON. AGL - MOVEMENT 10 ENCUMBRANCE LIMIT

ABILITIES & SPELLS

Adaptive WP3
Guardian

SKILLS

- ◇ 10 Acrobatics (AGL)
- ◇ 10 Awareness (INT)
- ◇ 5 Bartering (CHA)
- ◇ 10 Beast Lore (INT)
- ◇ 5 Bluffing (CHA)
- ◇ 5 Bushcraft (INT)
- ◇ 10 Crafting (STR)
- ◇ 10 Evade (AGL)
- ◇ 5 Healing (INT)
- ◇ 5 Hunting & Fishing (AGL)
- ◇ 5 Languages (INT)
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- ◇ 5 Riding (AGL)
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- ◇ 5 Sneaking (AGL)
- ◇ 10 Spot Hidden (INT)
- ◇ 5 Swimming (AGL)

WEAPON SKILLS

- ◇ 12 Axes (STR)
- ◇ 5 Bows (AGL)
- ◇ 10 Brawling (STR)
- ◇ 5 Crossbows (AGL)
- ◇ 12 Hammers (STR)
- ◇ 5 Knives (AGL)
- ◇ 3 Slings (AGL)
- ◇ 6 Spears (STR)
- ◇ 5 Staves (AGL)
- ◇ 13 Swords (STR)

SECONDARY SKILLS

- ◇
- ◇
- ◇
- ◇
- ◇
- ◇
- ◇
- ◇
- ◇

INVENTORY

- 1 Food 7
- 2 Torch -5
- 3
- 4
- 5 300
- 6 4
- 7
- 8
- 9
- 10

MEMENTO

Alone whistle

TINY ITEMS

Flint + Tinder

GOLD 82

SILVER 70

COPPER 15

ARMOR

ARMOR RATING 4

Chainmail

BANE ON:
 ◇ SNEAKING ◇ EVADE
 ◇ ACROBATICS

HELMET

ARMOR RATING +1

Open

BANE ON:
 ◇ AWARENESS
 ◇ RANGED ATTACKS

◇ ROUND REST ◇ STRETCH REST

WILLPOWER POINTS

10

WEAPON/SHIELD	GRIP	RANGE	DAMAGE	DURABILITY	FEATURES
<u>Small Shield</u>	<u>1H</u>	<u>2</u>	<u>D8</u>	<u>15</u>	<u>Bludgeoning</u>
<u>Small Flail</u>	<u>1H</u>	<u>12</u>	<u>2D8</u>		<u>Bludgeoning, Toppling</u>
<u>Long sword</u>	<u>1H</u>	<u>2</u>	<u>2D8</u>	<u>15</u>	<u>Piercing/slashing</u>

HIT POINTS

10

DEATH ROLLS

SUCCESSES | FAILURES

◇ ◇ ◇ | ◇ ◇ ◇

Heroic Ability