

FRAGGED AETERNUM

CHARACTER SHEET

CHARACTER NAME _____

NATURE _____

LEVEL (+1 PER 3 SESSIONS) _____

RESOURCES (+1 PER 5 LEVELS) 4 = _____

	(0-5)	TOTAL (18)	TRAITS
MIGHT			_____
AGILITY			_____
SPEED			_____
CONVICTION			_____
EMPATHY			_____
UNDERSTANDING			_____

	UNTRAINED / TRAINED	TOTAL	ATTRIBUTE	TRAITS
WEALTH (UND)	-2/+1 +			_____
PERSUASION (EMP)	-2/+1 +			_____
LEADERSHIP (CON)	-2/+1 +			_____
INSIGHT (EMP)	-2/+1 +			_____
AWARENESS (UND)	-2/+1 +			_____
RESOLVE (CON/EMP)	-2/+1 +			_____
PHYSICAL (MIG/AGI/SPE)	-2/+1 +			_____
STEALTH (AGI/SPE)	-2/+1 +			_____

	UNTRAINED / TRAINED	TOTAL	ATTRIBUTE	TRAITS
NATURE (UND)	-2/+1 +			_____
UNDERWORLD (UND)	-2/+1 +			_____
IMPOVERISHED (EMP)	-2/+1 +			_____
COMMONERS (CON)	-2/+1 +			_____
HIGH SOCIETY (UND)	-2/+1 +			_____
PRODUCTION (UND)	-2/+1 +			_____
INFERNAL (EMP)	-2/+1 +			_____
CELESTIAL (CON)	-2/+1 +			_____

	UNTRAINED / TRAINED	TOTAL	ATTRIBUTE	TRAITS
MELEE	1 +			_____
RANGE	1 +			_____

	STARTING VALUE	PERK	COMPLICATION	KNOWLEDGE
GAINED SPARE TIME POINTS				
SPENT SPARE TIME POINTS				
MAX UNSPENT STP = 10 GAIN 2 STPS EACH SESSION		SPARE TIME ROLLS HEALING STUDY		
GAINED KNOWLEDGE				
SPENT KNOWLEDGE				

PERKS (+1 PER 2 LEVELS)	COMPLICATIONS (+1 PER 3 LEVELS)
_____	CORRUPTION
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

LANGUAGES (COST 2 KN)	CULTURES (COST 2 KN)
STRIGHAM	STRIGHAM
MORHOLM	_____
KENWICK	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

EQUIPMENT SLOTS	0 SLOT ITEMS
1	1
2	2
3	3
4	4
5	5
6	6

STUDY	FORBIDDEN	FORBIDDEN

STRONG HIT	REQUIREMENTS	RESULT
EFFORT	DOES NOT REQ. HIT OR SUCCESS	YOU MAY RE-ROLL A SINGLE DIE FROM THIS SKILL ROLL.
_____	_____	_____
_____	_____	_____
_____	_____	_____

FRAGGED AETERNUM COMBAT SHEET

MIGHT
AGILITY
SPEED
CONVICTION
EMPATHY
UNDERSTANDING

RANDOM
DMG

1
2
3
4
5
6

DAMAGE

-2 ATTRIBUTE = DEATH

- ATTRIBUTE = BLEEDING

COMBAT ORDER

UND + $\diamond$ = $\diamond$

MAX MOMENTUM PTS

CON + $\diamond$ = $\diamond$

DEATH COUNT

$\diamond\diamond\diamond\diamond\diamond\diamond\diamond\diamond$



ADJACENT TO ALLY
DEFENCE +EMP VS FEAR.
REDUCE ALL END DMG BY 2.



LIGHT COVER
DEFENCE +UND.



HEAVY COVER
DEFENCE +UND x2.



ENTRENCHED COVER
DEFENCE +UND x3.
ARMOUR +1.

STANCE

DEFENCE VS FEAR

DIRECT
ARMOUR

SPLASH
ARMOUR

ENDURANCE

RECOVERY

MOVEMENT

ACQUIRE

RESOURCES

SPEED +

WEAPONS

HIT D6

+HIT

RANGE

MAX RNG

END DMG

CRIT DMG

HANDS

TYPE

ACQUIRE

RESOURCES

STR HIT



CRITICAL HIT

BUILD MOMENTUM

REQUIREMENTS

ONCE PER ACTION, HIT, NOT SPLASH.

DOES NOT REQ HIT OR SUCCESS.

RESULT

DEAL YOUR WEAPONS CRIT DMG (-TARGETS ARMOUR) TO A RANDOM (D6) ATTRIBUTE.

GAIN +1 MOMENTUM POINT.

COMBAT ACTIONS, 2 PER TURN

RUSH
MOVE.

} SPEED: +2.
KILL AN ADJACENT HENCHMEN BODY.
MOMENTUM 1: KILL AN ADDITIONAL HENCHMEN BODY.

THINK
MOVE, RECOVER.

} MAKE A SKILL ROLL.
RECOVERY: +MIGHT -2.

DODGE
MOVE.

} GAIN: +AGI DEF VS THE NEXT 2 NON-FEAR ATTACKS.
MOMENTUM 1: +1 COVER STEP.

GET READY
MOVE, RECOVER.

} +1 MOMENTUM.
SPEED: -2.
ACTIVATE OR DEACTIVATE AN ITEM IN YOUR 2ND HAND.

STRIKE
MOVE, ATTACK.

} HIT: +AGILITY.
END DMG: +MIGHT.
MOMENTUM 1: ALTER CRIT LOCATION BY +/-1.

UNLEASH
ATTACK.

} HIT: +AGILITY.
END DMG: +MIGHT.
MOMENTUM 1: +1 END & CRIT DMG.

SPECTRE FORM

+1 ARMOUR AND CRIT DMG.
IMMUNE TO FEAR, AND BLEEDING.
YOU MAY FLY AND ARE INCORPOREAL.
EACH TURN YOU TAKE 1 DMG TO 2 RANDOM (2D6) ATTRIBUTES.
FULLY HEAL THE ATTRIBUTE THAT KILLED YOU.

$\diamond$ HEALING (1 FREE ROLL PER BALANCED COMBAT)

12T } REVIVE: HEAL 1, 2 IF MID-COMBAT.
HEALS ALL ALLIES WITHIN A 'EMP x2' SPLASH AREA.

14T } PURIFY: HEAL EMP x2.
ONLY HEALS YOURSELF.

14T } REBIRTH: HEAL THEIR EMP x1.
BRINGS A TETHERED BACK TO LIFE.
MAY NOT CAST WHEN YOU'RE A SPECTRE OR IN COMBAT.