



Character Name _____

Race _____

Background _____

Size _____

Advancement

Level +1 per 3 Sessions
1 Trait per Lv

Max Resources Level +3 + _____

Max Renown Level +3 + _____

Traits _____

Attributes

Strength (0-5) **Total (18)**

Reflexes

Movement

Focus

Intelligence

Willpower

Traits _____

Everyday Skills

— Primary Skills —

Education Skills

Persuasion (Int) Untrained /Trained(x6) -2/+1+ _____

Leadership (Str) -2/+1+ _____

Streetwise (Int) -2/+1+ _____

Pathfinding (Int) -2/+1+ _____

Stealth (Ref) -2/+1+ _____

Resolve (Wil) -2/+1+ _____

Physical (Str/Ref/Mov) -2/+1+ _____

Awareness (Foc) -2/+1+ _____

Apothecary -2/+1+ _____

Philosophy -2/+1+ _____

Heraldry -2/+1+ _____

Stewardship -2/+1+ _____

Construction -2/+1+ _____

Metallurgy -2/+1+ _____

Fauna -2/+1+ _____

Forestry -2/+1+ _____

Traits _____

Personal Combat Skills

Finesse Untrained /Trained(x2) -2/+1+ _____

Brawn -2/+1+ _____

Range -2/+1+ _____

Tactical -2/+1+ _____

Traits _____

Advancement

Current Resources Starting Value

Current Renown Perk

Gained Spare Time Points Gain 1 STP each Session

Spent Spare Time Points Spare Time Rolls

Gained Knowledge Trade Goods

Spent Knowledge Healing

Money Levy Study Crafting

Starting Value Perk Complication Knowledge

Equipment Slots

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Outfit + _____ = _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

Carried by a Companion 1 Carry Space = 2 Equipment Slots.
Non-Large, Non-Trade = 0 Space.

1. _____

2. _____

3. _____

4. _____

5. _____

Perks

Complications

Languages

Total _____

Study

_____ 12t Acquire 1 Study Unit

_____ 10t Study with Another

Monetary Trade Goods

Equipment Slots

Loot 1 2 3 4 5 6 7 8 9 10

Treasure

Priceless

Potions

Quality

Arcanum +4t

Wylding +4t

12t Acquire 2 Rare Trade Goods

Auto Sell 4 Monetary +1 Current Resource.

14t Sell 8 Production +1 Current Resource.

Auto Sell 2 Trade Boxes or 1 Treasure Trade Box +2 to a failed roll.

Strong Hit

Effort _____

Requirements

Does not Req Hit or Success

Result

You may re-roll a single die from this Roll.

Combat Sheet

Defensive Stats	Defence	10+Ref+Cover+  = 	Body Armour Head Armour	  	Endurance	10+(Str x5)+  = 
	vs Tackle	Def+Str+  = 			Recovery	Foc+  = 

Cover Steps		Adjacent to an Ally Reduce all End Dmg by 2	1) Light Cover +Int Defence	2) Heavy Cover +Int x2 Defence	3) Entrenched, +Int x3 Defence Immune to Critical Hits if you have Endurance.
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[illegible]

Utility Items	Acquire	Resources
1. Basic Needs: Food, shelter, clothing, and healthcare.	1. Food: Grocery stores, restaurants, food banks.	1. Food: Grocery stores, restaurants, food banks.
2. Shelter: Rent, mortgage, utilities, and property taxes.	2. Shelter: Real estate agents, landlords, rental agencies.	2. Shelter: Real estate agents, landlords, rental agencies.
3. Clothing: Clothing stores, online retailers, and thrift shops.	3. Clothing: Clothing stores, online retailers, and thrift shops.	3. Clothing: Clothing stores, online retailers, and thrift shops.
4. Healthcare: Hospitals, clinics, and medical professionals.	4. Healthcare: Hospitals, clinics, and medical professionals.	4. Healthcare: Hospitals, clinics, and medical professionals.
5. Education: Schools, universities, and educational institutions.	5. Education: Schools, universities, and educational institutions.	5. Education: Schools, universities, and educational institutions.
6. Transportation: Public transit, taxis, and private vehicles.	6. Transportation: Public transit, taxis, and private vehicles.	6. Transportation: Public transit, taxis, and private vehicles.
7. Communication: Mobile phones, internet services, and social media.	7. Communication: Mobile phones, internet services, and social media.	7. Communication: Mobile phones, internet services, and social media.
8. Recreation: Parks, museums, and entertainment venues.	8. Recreation: Parks, museums, and entertainment venues.	8. Recreation: Parks, museums, and entertainment venues.
9. Personal Care: Hair salons, spas, and beauty products.	9. Personal Care: Hair salons, spas, and beauty products.	9. Personal Care: Hair salons, spas, and beauty products.
10. Financial Services: Banks, credit unions, and investment firms.	10. Financial Services: Banks, credit unions, and investment firms.	10. Financial Services: Banks, credit unions, and investment firms.

Imagined Weapon	Weapons	Hit (+Skill)	Range	Max Rng	Ideal Rng	End Damage	Crit Damage	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
	Limbs	*	1	1	1st	Str-2**	1	Infinite	-	-	-	Tackle.	Auto

Natural. Small. Blunt. *Hit +Str with Tackle Action. **+2 End Dmg OR +7 Max Rng if you have a improvised Weapon (torch, sword hilt, chair or stick).

[illegible][illegible]

Used Ammunition

Defence Armour Movement Bodies

Used Ammunition

Strong Hit

Requirements

Result

Critical Hit	May Crit OR vs 0 Endurance, Hit, 1 use per Attack (unless Ship)	Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.
Critical Boost	Does not Req Hit	+1 Critical Damage for this Attack vs all Targets with 0 Endurance.
Effort	Does not Req Hit or Success	You may re-roll a single die from this Roll.



Reference Sheet

Repair

12t	Alter: Retro Spend 2 Food.	14c	Quick-Fix: Heal 1 or repair 1 Building. Spend 1 Lumber or Stone.	16c	Restore: Heal all 2 and repair 1 Building. Spend 2 Lumber and Stone.
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Levy (16 – Peasants)t May be performed once a week per PC, per Holding.

Oppress	Gain Loot = Wealth +2. Reduce your Current Renown by 1.
Tax	Gain Treasure = Wealth -2.
Work	Fields, Woods or Hills produce Trade Goods again.
Muster	Costs 1 Food. Gain a Retainer.
Develop	Reduce your Fields, Woods or Hills Max by 1. Increase your Fields, Population or Security Max by 1.
Transport	Move 10 Trade Goods from this Holding or move 5 Trade Goods to this Holding.

Mass Combat Dice Types

Unskilled	If involved in a melee and a "1" is rolled: remove that Combat Die from this combat.
Skilled	Standard rules.
Veteran	Rolls of "5 or a 6" count as a Strong Hit. Resistant to Ranged Combat Dice.
Leader	May bring back an Unskilled Combat Die.
Ranged	Strong Hit: Mass Damage may affect non-Veteran dice that are not currently contributing to the current Combat Skill Roll.
Long Distance	May only be removed from the combat with the GMs permission (ie: it is engaged in a melee or by Ranged Long Distance).
Siege	May remove Solid Defence Combat Dice.
Defence	May only be used if your opponent is assaulting your position. Able to contribute to multiple Combat Skill Rolls per round. A single source may not grant you more than 4d6 at any one time.
Solid	May only be removed by Siege Combat Dice.

Regaining Ammo Or at a Holding or suitable vendor, or regained from the environment (ie: defeated foes).

Thrown	At the end of each Combat (or mid-combat with the GMs permission).
Bow	Regain 1d6 Ammo at the end of each Combat.
Potions/Alchemy/Wyld	Gain access to a suitable Workshop (or spend a Potion Trade Box).
Enchantment	At the end of your game session.
Companions/Mounts/Summons/Retainers	When the GM says it is appropriate.

Companion Combat Actions, 1 per Turn

Companion Attack Move, Attack, May Crit	+1d6 Hit per Attacking Body. +1 End Dmg per Attacking Body. Momentum 1: Your next Attack gains +1d6 Hit.	Companion Prep Move	Reload a Weapon or make a Skill Roll (eg: Stealth). Roll +1. No bonuses from other sources.	Mount Attack Attack, May Crit	Hit: +Wil. Momentum 1: Your next Attack gains +1d6 Hit.
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Personal Combat Actions, 2 per Turn

Tactical Actions	Defensive Actions	Offensive Actions
Encourage Move	Full Move Move	Assault Attack, May Crit
Prepare	Guard Move*, Attack	Tackle Move, Attack
Ready Attack Attack*, May Crit	Quick Strike Attack, May Crit	Charge Move, Attack, May Crit

Attack Roll
Formula

+3d6 +Hit
-2 per Rng Increment outside your Ideal Rng.

vs

Targets Defence
Gain a free Critical Hit vs Targets with 0 Endurance.

Healing

10	First Aid: Stops Bleeding May be performed during Combat.	12t 12t	Extended Care: Heal all 1 and 1 Condition (GM permission). Requires: Toolkit.
12	Patch-Up: Heal any 3 Damage dealt that Combat. Maximum of 1 Patch-Up per 4 Characters. Requires: Toolbox.	16t	Surgery: Heal one 8 and 1 Condition (GM permission). Requires: Workshop.

Personal Combat Effects

Grabbing	As with Grabbed Effect but may remove as a Free Action.
Limited Vision	Targets gain: Light Cover or Heavy Cover (Blind, Pitch Black).
Prone	Cost 3 Movement to Change. Moving one space costs 2 Movement while Prone. You create no Zone of Control.
Stealthed	May not be Targeted. Lost if you make a visible attack or lose Cover.

Tackle Effects

Escape	Remove Grabbing Character Effect from your Target.
Grabbed	-1 Action per Turn. May Move with Target if you have higher Str.
Push	Target is forced to move 2 spaces directly away from you.
Trip	Target goes Prone. Target is forced to move 1 space in any direction.
Non-Combat Travel	Max Travel Distance = 10 days per spare Slot.
Starvation	Per 2 full days you're without Supplies. Each PC takes 1 Damage (no Armour) to a random (1d3) Attribute. Each Companion loses 1 Body, down to a minimum of 3.
Hunt & Gather	-50% Daily Travel Distance for 4 days. Spare Time Roll (GM sets difficulty) to regain Supplies.
Push Forward	+200% Daily Travel Distance for the first day. -50% Daily Travel Distance for future days. Supplies consumed 6 days faster.

+0% to +100% Speed	Along a river, mounted (but with no wagons) and/or road.
+100% Speed	Mounted (but with no wagons) and/or road.
+100% to +400% Speed	Ship.
-25% Speed	Scarce hunting, gathering and/or water, sickness, many wounded, wagon, large group by land and without a road, dense foliage, mountains, desert, etc...
-50% Speed	Dense foliage, mountains, desert, etc...