

BLOOD & BRONZE

player _____

name _____

appearance _____

class _____ rank _____ next rank _____

covenants _____ rank _____ next rank _____

wealth _____

equipment _____

6 _____

12 _____

18 _____

other _____

— rating — score — ability —

  GUILLE

  LORE

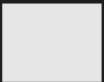
  SENSES

  CRAFT

  VIGOR

  MIGHT

Tot. rank

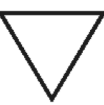


background _____

weapons _____ dmg. reach wt.

armor _____ def. armor wt.

Defense Total Armor Total **ENDURANCE** Current MAX

Burden Total Fatigue ☐ scarred.

conditions _____ heals

skill	roll	effect
Manipulate (Guile)		Each 5+ grants you an influence over someone; spend it to have her reroll a die when acting against your wish.
Disguise/Conceal (Guile)		Each 5+ grants you an influence; spend it to have someone reroll a die when searching for that which you have concealed.
Expert knowledge (Lore)		Each 5+ lets you remember or deduce something that others are unaware of; ask the referee any one question relevant to your knowledge.
Advise (Lore)		Each 5+ lets you grant someone a reroll on the condition that she heeds your advice.
Search (Senses)		Each 5+ lets you find something hidden or easily missed; ask the referee any one question about the object of your search.
Assess (Senses)		Each 5+ lets you see through someone; ask the referee (or player) anything. If you act on this information, you gain a reroll.
Make (Craft)		Say what you seek to create. The referee sets delimitations: quality, time, material or similar. Each 5+ lets you double or halve any one of them.
Treat wounds (Craft)		Each 5+ lets you grant your patient a recovery die if resting; d6 for short rests, d10 for extended.
Hurl/Shoot (Vigor)		On a 5+ you hit your mark if in reach; target may check Senses to catch or evade. Each additional 5+ adjusts reach by +1 and saves by +/-1.
Haste/Traverse (Vigor)		Each 5+ lets you either; traverse a zone without misfortunes; get hold of something in the current zone or bring someone with you.
Use Force (Might)		State your demand; your target must accept or suffer damage Each 5+ equals 1 die damage as per weapon.
Defend/Guard (Might)		Each 5+ grants an influence; spend it to reroll damage taken or make yourself the target of an action intended for someone else in your zone.
_____		_____
_____		_____
_____		_____
_____		_____
_____		_____
_____		_____
_____		_____