



## ADVENTURER SUMMARY



campaign	attr.	skill	pow.	trait
low normal	30A	5S	-	≤9
normal	35A	10S	-	≤11
heroic	40A	15S	5P	≤15
grand heroic	50A	20S	10P	≤20
superheroic	65A	25S	30P	≤30
grand super.	85A	35S	60P	≤45
other				

### Attributes

(✓ = in use in this campaign)

no attribute can be more than 3 points higher/lower than next closest without gamemaster permission.

#### Strength (STR)

strike  
kick  
throw

#### Will (WIL)

tough(dice)  
charm  
resist

#### Agility (AGL)

fight  
balance  
throw  
dodge(dice x 2)

#### Health (HLT)

walk  
recovery

#### Awareness (AWR) Fate (FAT)

spot  
listen  
think

luck  
shield  
power

### Secondary attributes

**Hits:** equals Strength + Health

**Stamina:** equals Health

### Skills

skill bonus	+0d	+1d	+2d	+3d
cost	1S	2S	4S	6S

### Free skills

area kn.(home region)(AWR): +0d  
native language(AWR): +0d  
common skill in your culture: +0d  
(governing attribute varies)

### General skill list

#### combat(Agility)

archery  
blade  
brawling  
club  
firearms  
heavy weapon  
martial arts  
polearm  
sling  
staff  
throwing  
wrestling

#### transport(Agility)

beast riding  
air vehicles  
land vehicles  
water vehicles  
space vehicles

#### other(Agility)

climbing  
security systems  
sleight of hand  
stealth  
trades(choose one)

#### academic(Awareness)

chemistry  
history  
language  
sciences(choose one)  
law  
medicine  
programming  
psychology  
religion

#### magic(Awareness)

sorcery  
enchantment

#### other(Awareness)

area knowledge  
armorer  
bribery  
diplomacy  
technician(choose one)  
scrounging  
tracking

#### other(Will)

leadership  
acting

#### other(Health)

running  
swimming  
carousing

#### special skills

jack-of-all-trades(choose attr.)  
hobbies

### General trait list

(✓ = in use in this campaign)

name	points
advantages	varies
age	varies
background	+1
boon/bane	±varies
enemies	+1 to +4
experience	-1
favors	-1
forte/weakness	-1A/+2A
friends	-1 to -4
increased/decr. hits	+1/-1
larger than life	-2P/-5P
looks	±1S
motivation	+1S
mythic archetype	special
neat trick	-1
organization	-varies
permits	-1S
personality	+varies
secret	+1 to +4
status	±varies
unusual background	-1
wealth/poverty	±varies

### Money

**base stand. of living** = best skill dice - 10

**savings** = standard of living + 12

### Other rules

(✓ = in use in this campaign)

hit locations  
stunning  
crippling damage  
blunt trauma  
dramatic called shots  
encumbrance