ELEGANT ROLE-PLAYING

C H A R A C T E R   S H E E T

N A M E

injury
WOUNDS
damage
pain
insanity

fortune
GLORY
experience
destiny
karma

dexterity
MASTERY
skill
talent
strength

knowledge
WISDOM
memory
reason
education

chi
POWER
charisma
determination
fate
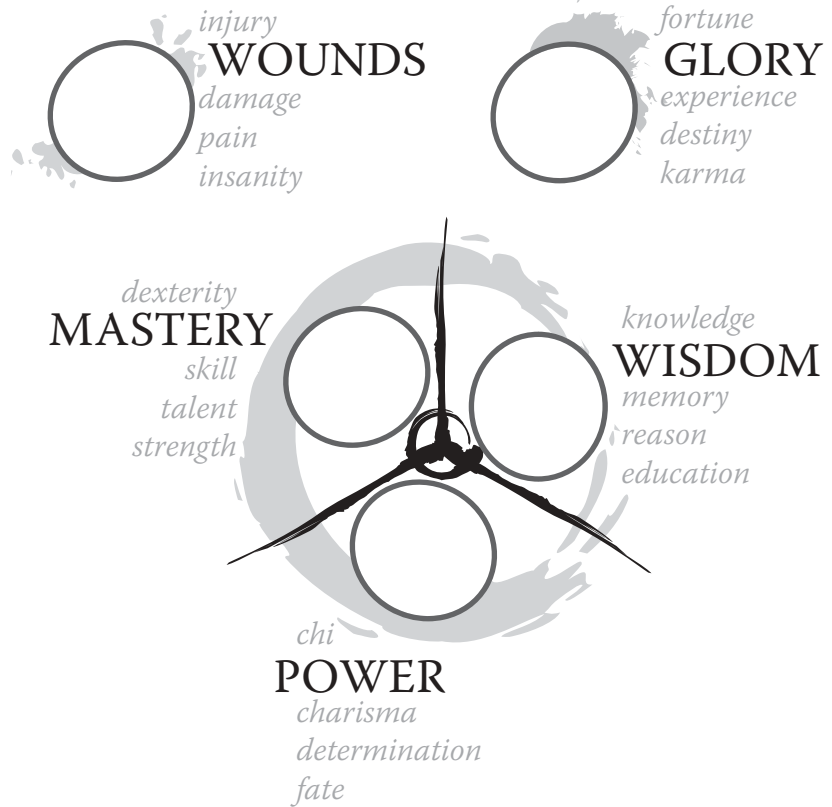
MY LEGEND and my Specialities

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MY POSSESSIONS and their effects

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acting score – opposing value = result

Your **score** is a **rating plus a d6**. Both **Attributes** and **Skills** allow an extra d6 to be rolled on tasks (up to a maximum of 3 dice), pick the highest die for calculating the score.

Reroll a d6 on a task:	1 Glory
Add an extra d6 to a task score:	2 Glory

Wounds start at 0 and are cumulative. When injured test Mastery, Wisdom or Power against the current number of wounds. A result of 0 or lower renders the character unconscious. A result of –5 or below may kill the character.