

EQUIPMENT & ARMOUR

Equipment ENC _____

Armour ENC (Equipped. = ENC/2) _____

TOTAL ENC _____

Armour Penalty (U) = armour ENC/5 _____

HIT LOCATIONS

d20	Location	AP	Hit Points											
19 - 20	Head		0	1	2	3	4	5	6	7	8	9	10	
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
16 - 18	Left Arm		0	1	2	3	4	5	6	7	8	9	10	
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
13 - 15	Right Arm		0	1	2	3	4	5	6	7	8	9	10	
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
10 - 12	Chest		0	1	2	3	4	5	6	7	8	9	10	
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
7 - 9	Abdomen		0	1	2	3	4	5	6	7	8	9	10	
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
4 - 6	Left Leg		0	1	2	3	4	5	6	7	8	9	10	
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
1 - 3	Right Leg		0	1	2	3	4	5	6	7	8	9	10	
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	

RESISTANCES

	% base			%
Brawn	STR + SIZ	<input type="checkbox"/>	<input type="checkbox"/>	_____
Endurance	CON x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Evade	DEX x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Willpower	POW x2	<input type="checkbox"/>	<input type="checkbox"/>	_____

FATIGUE

Level	Fresh	Winded	Tired	Wearied	Exhausted	Debilitated	Incapacitated	Semi-Conscious	Comatose	Dead
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

COMBAT STYLES

Style name	Weapons	Trait			%
Unarmed	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____

WEAPONS & SHIELDS

Melee weapons & shields	Damage	Size	Reach	Traits	Combat Effects	AP	HP (Max./current)
_____	_____	_____	_____	_____	_____	_____	_____/____
_____	_____	_____	_____	_____	_____	_____	_____/____
_____	_____	_____	_____	_____	_____	_____	_____/____
_____	_____	_____	_____	_____	_____	_____	_____/____
_____	_____	_____	_____	_____	_____	_____	_____/____
_____	_____	_____	_____	_____	_____	_____	_____/____
_____	_____	_____	_____	_____	_____	_____	_____/____

Ranged weapons	Damage	DM	Force	Load	Range	Combat Effects	Size	AP	HP (Max./current)
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____/____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____/____

MOVEMENT

Movement types	Move	U
Walk	_____	-
Run: ¹ (Move + Ath. %/25 x 0,5 m.) x3	_____	- U m.
Sprint: ¹ (Move + Ath. %/25 m.) x5	_____	- U m.
Jump: ²	Horizontal: ² (h _{PC} x2 + Ath. %/20 m.)	_____ - U /2 m.
	Vertical: ² (h _{PC} + Ath. %/20 cm.)	_____ - U /2 m.
Climb	Rough or rugged surface	_____ - U /2 m.
	Steep surface	_____ - U m.
	Sheer surface	_____ - U x2 m.
Swim: ³ (Move + Swim. %/20 m.)	_____	(4)

- (1): Athletics critical success: +1 m to base/jump Movement.
- (2): h_{PC}: PC's height (meters). Minimal run-up = 5 m.
Without run-up: halved distance and - U /4 m.
- (3): Swimming critical success = +1 m.
- (4): Swimming Move /2 - U = $\begin{cases} > 0: \text{PC floats and can move.} \\ = 0: \text{PC floats but can't move.} \\ < 0: \text{PC sinks.} \end{cases}$

CULT INFORMATION

Ranks + Benefits + Restrictions + Gifts + Geas

Max. Current

ABILITIES

Spells + Espirits + Talents + Miracles