



NAME		CLASSES	
PLAYER NAME	SIZE	AGE	XP

ATTRIBUTES

STRENGTH	MIND
AGILITY	SPEED
ENERGY	VITALITY

COMBAT ATTRIBUTES

DEFENSE	WILLPOWER
ARMOR	HEALTH
MOVEMENT	

SKILLS

NAME	RANK	ATTRIBUTE	DICE POOL
Archery	[]	[] Agility	[]
Athletics	[]	[] Varies	[]
Brawl	[]	[] Strength	[]
Craft (_____)	[]	[] Mind	[]
Engineering	[]	[] Mind	[]
Firearm	[]	[] Agility	[]
Heavy Weapons	[]	[] Strength	[]
Investigate	[]	[] Mind	[]
Knowledge (_____)	[]	[] Mind	[]
Light Weapons	[]	[] Strength	[]
Medicine	[]	[] Mind	[]
Monster Lore	[]	[] Mind	[]
Nature	[]	[] Mind	[]
Perform (_____)	[]	[] Energy	[]
Persuade	[]	[] Energy	[]
Scrutiny	[]	[] Energy	[]
Stealth	[]	[] Agility	[]
Subterfuge	[]	[] Agility	[]
Thrown	[]	[] Agility	[]
Wrangle	[]	[] Energy	[]

BONDED MONSTERS

Bonded Limit:

STATUS EFFECTS

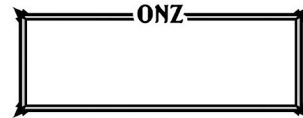
X	STATUS	REC	EFFECT
[]	Bleeding	Vitality	Suffer 1 Damage, ignoring Armor. Suffer 2 Damage if Bleeding 7+
[]	Blinded	Mind	Success Values worsen by 1. Success Values worsen by 2 if Blinded 7+
[]	Burning	Agility	Suffer 1 Fire Damage, ignoring Armor. Suffer 2 Fire Damage if Burning 7+
[]	Doomed	Vitality	Increase value by +1. If Doomed 10, 0 health, Injury Roll (3 dice)
[]	Frightened	Mind	Skill and Tech Rolls cannot explode. Ignores Commands if Frightened 7+
[]	Pinned	Strength	Cannot move away from object if stuck to it. Larger character can move at half speed
[]	Poisoned	Vitality	Suffer 1 Poison Damage, ignoring Armor. Suffer 2 Poison Damage if Poison 7+
[]	Sickened	Vitality	No Reactions, x2 Rage to enhance Tech Rolls Movement halved if Sickened 7+
[]	Stunned	Mind	Defense and Willpower are -1. Defense and Willpower are -2 if Stunned 7+

CONDITIONS

X	NAME	EFFECT
[]	Agitated	Cannot be affected by Commands and generates no Rage. Mischief checks have their Success Values worsen by 2.
[]	Bloodied	When a character's Health is equal to or less than half its maximum Health.
[]	Exhausted	Can only take one Move per turn and has the Rage Cost of Techniques increased by +1.
[]	Hidden	Cannot be targeted by Direct attacks or Skills. attacked Target is Surprised.
[]	Injured	Moves at half speed, Success Values are worsened by 1. Generates one less Rage during their turn.
[]	Prone	Attacks that target this character have their Success Values improved by 1. Movement is halved.
[]	Suffering	All Attributes are lowered to 1. Movement is reduced to 10 feet.
[]	Surprised	Defense and Willpower are lowered to 1. Do not add Speed to Initiative.
[]	Unconscious	Drop whatever is held and become Prone. Cannot take Actions, Reactions, Move, or Speak. Loses all rage, Defense and Willpower set to 0.

CLASS ABILITIES

INVENTORY



PERKS

FLAWS



NAME	SPECIES	CATEGORY	
PERSONALITY	SIZE	AGE	XP

ATTRIBUTES

STRENGTH	MIND
AGILITY	SPEED
ENERGY	VITALITY

COMBAT ATTRIBUTES

DEFENSE	WILLPOWER
ARMOR	HEALTH
MOVEMENT	

TRAITS

Type:

TECHNIQUES

STATUS EFFECTS

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Type:

TECHNIQUE SHEET FOR MONSTER:



[]	[]	[]
Range:	Resist:	Rage:			
Effect					
Raises					

[]	[]	[]
Range:	Resist:	Rage:			
Effect					
Raises					

[]	[]	[]
Range:	Resist:	Rage:			
Effect					
Raises					

[]	[]	[]
Range:	Resist:	Rage:			
Effect					
Raises					