Special	Character	_						Player Name	Sample	
All Out Attack	Name	Zee	Key	r				Date Created	7/11/202	13
All Out Defense			-					Dute created	V	
Run Away	CB CN	CR	IN	MG	NT	ST	WP	Life Force	5	Race Adv. Beetle
Look Around	6 1	1	1	1	1	1	1	Max HP	20	Age Youthful
Turn Undead	+20	-	-	-	-	-	-	Current HP		Hair None
Battle Song	DV MV	AC	JP	SZ	LK	PR	ХР			Eyes Green
Charm a Beast	6" 3	2	1/4	2	3	3				Sex Female
	0 0	-	^	-	^	+5	1			
Moving	Race Abilities				(ra		ities, etc.)	Personality:		(description)
Move	+1p initiative (a	lready incl	uded bel	ow)				She loves eatin	g tiny inse	cts, especially
Sprint								dragon flies. Sh	ne rarely fli	es,for now.
Jump (Run)								-		
Jump (Sprint)										
Stand Up										
Quick Stand	Languages:	Adventu	re Beetle	e, Commo	on, Goblir	1		G7		
Attacking										
Aim	Perks & Flaws			(what mak	es you	different)	11	11	.9
Battle Cry	(P6) "Quick" = +	2p initiativ	ve (alread	dy include	ed below)			1	101	Par I
Attack								6	dipar	X Calor
	(F1) "Poor Direc	tion Sense	e" = gets	lost easily	ý			N 19	- Par	
Defending	(F1) "Fear of " = Snakes						K A	All S		
Parry	(F1) "Fear of " = Water, cannot swim						and the			
Take Cover	(F3) "Weakling" = -2d all ST rolls									
								1	لأدر	Such and the second of the
Back Stabbing										
Hide	Combat Adjust	ments:		(defau	lt / stand	ard adju	ustments)	Primal (PR) Rat	ting	
Sneak	(D) Defense Aju	stment = +	-3d		Max = +3d			3 "Doub	le Jump" tv	wice as far (3/day)
Sneak Attack	(A) Attack Adjus	stments = ·	+3d			Max = +	5d (each)	6		
								9		
Combat Jumps	Armor & Weap	ons:			(sword,	shield,	ring, etc.)	12		
Jump (Run)	BLUE Defense P	= loo			(D) Shell (Torso) = +1d			15		
Jump (Sprint)				(D) Parry	with staf	f (1 Actio	on) = +2d	18		
Landing Attack	(3d CB) + (1d shell) + (2d parry) = 6d				21					
Fighting Dirty	WHITE Attack P	ool =		(A) Sta	aff (blunt,	parry, N	/l2) = +2d	Items Carried:		(not armor & weapons)
Frighten		(3d CB) + (2d staff) = 5d					Ready Pack, Bo	ttle of fine	e red wine	
Nudge	Sprint + Jump 4" + Landing Attack (1 per 3 rounds) =									
Taunt	(A) Landing Attack = +2d , x2									
Trip								Spell Glyphs		
	+	-6р			3/	12				
Falling Down		-								
Fall Down	Ini	tiative			Moves /	Actions	5			

Fall Down Stand Up Quick Stand

6d

BLUE Defense Pool

BrutalRPG.com

----- Character Sheet 5.1 -----

5d

WHITE Attack Pool

Updated 03-04-2020

Silver

17

Gold

9

Gems

Character

Race Abilities

Languages:

Perks & Flaws

(F1) "Fear of" = Spiders

Combat Adjustments:

Armor & Weapons:

BLUE Defense Pool =

WHITE Attack Pool =

+3p

Initiative

7d

BLUE Defense Pool

(D) Defense Ajustment = +3d

(A) Attack Adjustments = NONE

Name

All Out Attack All Out Defense Run Away Look Around Turn Undead **Battle Song** Charm a Beast

Moving Move Sprint Jump (Run) Jump (Sprint) Stand Up Quick Stand

Attacking

Aim Battle Cry Attack

Defending

Parry Take Cover

Back Stabbing

Hide Sneak Sneak Attack

Combat Jumps

Jump (Run) Jump (Sprint) Landing Attack

Fighting Dirty Frighten

> Nudge Taunt

Trip

Falling Down Fall Down Stand Up Quick Stand

Bak Skratch

I get "Luck" with every "Landing Attack" roll

(P4) "Investigator" = +2d search rolls

(P2) "Street Wise" = Knows a guy who knows a guy

(F5) "Combat Paralysis" = Skip first round of a new battle

Cattling, Common, Goblin

							-
СВ	CN	CR	IN	MG	NT	ST	WP
3	1	1	6	1	1	1	1
+5			+20				
DV	MV	AC	JP	SZ	LK	PR	ХР
15"	3	2	2/4	4	3		
				^	^		

(racial abilities, etc.)

(what makes you different)

(default / standard adjustments)

Max = +3d

Max = +5d (each)

(sword, shield, ring, etc.)

(D) Parry (action) = +1d (D) All Out Defense = +1d

(D) Leather Armor (Torso) = +1d (D) Wooden Shield (Hand) = +1d

(Od CB "All Out Defense" = NO ATTACK

3/2

Moves / Actions

NONE

WHITE Attack Pool

Personality:

Life Force

Max HP

Current HP

Sample Player Name 7/11/2013 Date Created v

> 5 Race Catling 20

Age Youthful

Hair Tuxedo

- Eyes Black
- Sex Male

(description)

Scruffy looking. Likes to nap in high places. He likes to smuggle for profit. He enjoys dealing with criminals, and seems to understand their point of view more easily than that of a hero.



Primal (PR) Rating					
3					
6					
0					

9	
12	
15	
18	
21	

(3d CB) + (2d armor)	+ (1d parry) + (1d All Out) = 7d	Items Carried:	(not armor & weapons)
		Ready Pack, Large b	block of cheese
ol =	(A) Small Sword (Hand) = +2d		

Spell Glyphs

Gems	Gold	Silver
	9	17

BrutalRPG.com

----- Character Sheet 5.1 -----

All Out Attack All Out Defense Run Away Look Around Turn Undead Battle Song Charm a Beast

Moving Move Sprint Jump (Run) Jump (Sprint) Stand Up Quick Stand

Attacking

Aim Battle Cry Attack

Defending

Parry Take Cover

Back Stabbing

Hide Sneak Sneak Attack

Combat Jumps

Jump (Run) Jump (Sprint) Landing Attack

Fighting Dirty Frighten Nudge

> Taunt Trip

Falling Down Fall Down Stand Up Quick Stand

Barktooth

Character

Race Abilities

Languages:

Perks & Flaws

(already included below)

Combat Adjustments:

Armor & Weapons:

BLUE Defense Pool =

WH

(D) Defense Adjustments = NONE

(A) Attack Adjustments = +3d,3d

(F3) "Mundane" = -2d al Magic (MG) rolls

(F1) "Poor Direction Sense" = Gets lost very easy

Name

СВ	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1
+20			-				
DV	ΜV	AC	JP	SZ	LK	PR	ХР
6"	3	2	1/3	4	4	3	
					٨٨	+5	

I get +1d to all "Bite Attack" rolls (already included below)

Cesspooler Common, Goblin

(P4) "Savage Attack" = +1d to all natural attacks (ie. Bite)

(racial abilities, etc.)

(default / standard adjustments)

(D) 2 Wooden Shields (Both Hands) = +2d

(Od CB "All Out Attack") + (2d skin) + (2d shields) = 4d

Max = +3d

Max = +5d (each)

(sword, shield, ring, etc.)

(D) Skin (Torso) = +2d

Player Name Date Created

e Sample d 7/11/2013

Life Force	4	
Max HP	16	
Current HP		

Race Cesspooler Age Youngling Hair None

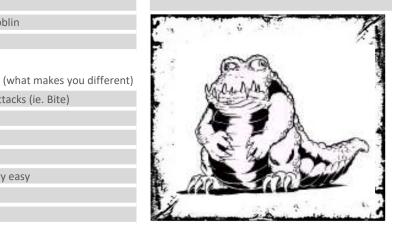
Eyes Yellow

Sex Male

Personality:

(description)

Drools a lot and spits while talking. He loves to chew on big sticks and small logs, building up the strength in his jaw so his bite will be even more deadly.



Primal	(PR)	Rating
--------	------	--------

3	Tough Skin = Natural Defense = 2d
6	
9	
12	
15	
18	
21	

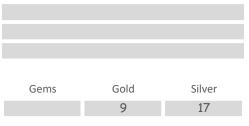
ITE Attack Pool =	(A) Bite (Head) = +2d
	(D) All Out Attack = +1d
	(3d,3d CB "Multiple Attacks") + (2d bite) = 6d,6d
	"2 bites"

n	+3p	3/2
	Initiative	Moves / Actions
ł	4d	6d,6d
	BLUE Defense Pool	WHITE Attack Pool

Spell Glyphs

Items Carried:

Ready Pack, Pet Rat



(not armor & weapons)

pecial	Characte	er	D '	1 D	1				Player Name	Sample		
out Attack	Name		Birc	l Bea	ιK				Date Created	7/11/20)13	
ut Defense										vv		
n Away	СВ	CN	CR	IN	MG	NT	ST	WP	Life Force	6	Race	Cyc. Turtle
und	6	1	1	1	1	1	1	1	Max HP	24		Youthful
ad	+20		1				I		Current HP		Hair	
3	DV	MV	AC	JP	SZ	LK	PR	ХР			Eyes	Blue
st	6"	3/3	2	2/4	2	3	3				Sex	Male
	Race Ab	ilities				(ra	+5 icial abili	ties, etc.)	Personality:			(description)
	I can bre	eathe und	ler water						He has a raspy	voice and	shifty ey	es.
									He is being hur			
									because he has			
									with the "air bi			
	Languag	es:	Cyclops	Turtle Co	mmon, G	ioblin						
												1
	Perks &	Flaws			()	what ma	kes you d	different)				.9
	NONE (T	hese are	optional)			,	,		A Said	1 De	2
	· · ·			,						AND	No.	
									6	× Ke	- AF	
										t B	A	
											N	
									A Contraction			
er									A. A			
	Combat	Adjustm	ents:		(defau	lt / stanc	lard adju	stments)	Primal (PR) Rat	ting		
7	Combat (D) Defe	•		-2d	(defau	lt / stanc	-	stments) 1ax = +3d		ting with Fish	(at will)	
		nse Ajust	tment = +		(defau	·	N			-	(at will)	
	(D) Defe	nse Ajust	tment = +		(defau	·	N	1ax = +3d	3 Speak	-	(at will)	
	(D) Defe (A) Attac	nse Ajust ck Adjusti	tment = + ments = -		(defau		Max = +	1ax = +3d	3 Speak 6	-	(at will)	
	(D) Defer (A) Attac Armor &	nse Ajust :k Adjusti & Weapoi	tment = + ments = - ns:		(defau	(sword,	ر Max = +: shield, ۱	1ax = +3d 5d (each) ring, etc.)	3 Speak 6 9 12	-	(at will)	
	(D) Defe (A) Attac	nse Ajust :k Adjusti & Weapoi	tment = + ments = - ns:	⊦4d		(sword, (D) Sł	N Max = +: , shield, i nell (Tors	1ax = +3d 5d (each) ring, etc.) so) = +3d	3 Speak 6 9 12 15	-	(at will)	
	(D) Defer (A) Attac Armor &	nse Ajust :k Adjusti & Weapoi	tment = + ments = - ns:	+4d (I	D) Empty	(sword, (D) Sł Hands (E	N Max = + , shield, i nell (Tors Both han	<pre>lax = +3d 5d (each) ring, etc.) co) = +3d ds) = +1d</pre>	3 Speak 6 9 12 15 18	-	(at will)	
k ps t)	(D) Defer (A) Attac Armor &	nse Ajust :k Adjusti k Weapo i	tment = + ments = - ns:	+4d (I	D) Empty	(sword, (D) Sł Hands (E	N Max = + , shield, i nell (Tors Both han	1ax = +3d 5d (each) ring, etc.) so) = +3d	3 Speak 6 9 12 15	-	(at will)	
s) k	(D) Defe (A) Attac Armor & BLUE De	nse Ajust ck Adjustn k Weapon fense Por	tment = + ments = - ns: ol =	+4d (I	D) Empty	(sword, (D) Sł Hands (E	N Max = + , shield, n nell (Tors Both han + (1d han	1ax = +3d 5d (each) co) = +3d ds) = +1d nds) = 6d	3 Speak 6 9 12 15 18 21	with Fish		nor & weapons)
5	(D) Defe (A) Attac Armor & BLUE De	nse Ajust :k Adjusti k Weapo i	tment = + ments = - ns: ol =	+4d (I	D) Empty	(sword, (D) Sł Hands (E 3d shell)	Max = + , shield, t nell (Tors Both han + (1d han (A) Cla	<pre>lax = +3d 5d (each) ring, etc.) co) = +3d ds) = +1d</pre>	3 Speak 6 9 12 15 18 21 Items Carried:	with Fish	(not arn	nor & weapons)
k ps t) ck	(D) Defe (A) Attac Armor & BLUE De	nse Ajust ck Adjustn k Weapon fense Por	tment = + ments = - ns: ol =	+4d (I	D) Empty	(sword, (D) Sł Hands (E 3d shell)	Max = + , shield, t nell (Tors Both han + (1d han (A) Cla	<pre>lax = +3d 5d (each) co) = +3d ds) = +1d nds) = 6d ws = +2d</pre>	3 Speak 6 9 12 15 18 21	with Fish	(not arn	nor & weapons)
r ng ck nps n) nt) nt) nck	(D) Defe (A) Attac Armor & BLUE De	nse Ajust ck Adjustn k Weapon fense Por	tment = + ments = - ns: ol =	+4d (I	D) Empty	(sword, (D) Sł Hands (E 3d shell)	Max = + , shield, t nell (Tors Both han + (1d han (A) Cla	<pre>lax = +3d 5d (each) co) = +3d ds) = +1d nds) = 6d ws = +2d</pre>	3 Speak 6 9 12 15 18 21 Items Carried:	with Fish	(not arn	nor & weapons)
er ing ick nps nt) ack rty	(D) Defe (A) Attac Armor & BLUE De	nse Ajust ck Adjustn k Weapon fense Por	tment = + ments = - ns: ol =	+4d (I	D) Empty	(sword, (D) Sł Hands (E 3d shell)	Max = + , shield, t nell (Tors Both han + (1d han (A) Cla	<pre>lax = +3d 5d (each) co) = +3d ds) = +1d nds) = 6d ws = +2d</pre>	3 Speak 6 9 12 15 18 21 Items Carried: Ready Pack, So	with Fish	(not arn	nor & weapons)
r ng ck ips it) ick	(D) Defe (A) Attac Armor & BLUE De	nse Ajust ck Adjustn & Weapon fense Pon	tment = + ments = - ns: ol =	+4d (I	D) Empty	(sword, (D) Sł Hands (E 3d shell) (4d CB)	Max = + , shield, t nell (Tors Both han + (1d han (A) Cla + (2d cla	<pre>lax = +3d 5d (each) co) = +3d ds) = +1d nds) = 6d ws = +2d</pre>	3 Speak 6 9 12 15 18 21 Items Carried:	with Fish	(not arn	nor & weapons)
	(D) Defe (A) Attac Armor & BLUE De	nse Ajust ck Adjustn & Weapon fense Pon	tment = + ments = - ns: ol =	+4d (I	D) Empty	(sword, (D) Sł Hands (E 3d shell) (4d CB)	Max = + , shield, t nell (Tors Both han + (1d han (A) Cla	<pre>lax = +3d 5d (each) co) = +3d ds) = +1d nds) = 6d ws = +2d</pre>	3 Speak 6 9 12 15 18 21 Items Carried: Ready Pack, So	with Fish	(not arn	nor & weapons)
er ng ck nps n) nt) ack	(D) Defe (A) Attac Armor & BLUE De	nse Ajust ck Adjusti a Weapon fense Poo Attack Poo	tment = + ments = - ns: ol =	+4d (I	D) Empty	(sword, (D) Sł Hands (E 3d shell) (4d CB)	Max = + , shield, t nell (Tors Both han + (1d han (A) Cla + (2d cla	<pre>lax = +3d 5d (each) co) = +3d ds) = +1d nds) = 6d ws = +2d aws) = 6d</pre>	3 Speak 6 9 12 15 18 21 Items Carried: Ready Pack, So	with Fish	(not arn	nor & weapons)
er ng ck nps nt) nt) ack ty	(D) Defe (A) Attac Armor & BLUE De	nse Ajust ck Adjusti & Weapon fense Pon Attack Pon Attack Pon	ment = + ments = - ns: ol = ol =	+4d (I	D) Empty	(sword, (D) Sł Hands (E 3d shell) (4d CB) (4d CB) 3, Moves ,	Max = +: shield, i nell (Tors Both han + (1d han (A) Cla + (2d cla /2	<pre>lax = +3d 5d (each) co) = +3d ds) = +1d nds) = 6d ws = +2d aws) = 6d</pre>	3 Speak 6 9 12 15 18 21 Items Carried: Ready Pack, So	with Fish	(not arn	nor & weapons)

WHITE Attack Pool

Updated 03-04-2020

17

9

All Out Attack All Out Defense Run Away Look Around Turn Undead Battle Song Charm a Beast

Character **Bashnow**

Name

Race Abilities

СВ	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1
+20			-	-			
DV	MV	AC	JP	SZ	LK	PR	ХР
DV 6"	MV 3	AC 2	JP 2/4	SZ 7	LK 3	PR 3	ХР

(racial abilities, etc.)

I act as tv	vo people when operating siege weapons
I can wiel	d "Massive Weapons" as if I was 1 size larger
0	Size (real) = 7
((+1 for "Race") (+2 for "Perk") (+2 fpr "Primal") = 12 max
Language	s: Cyclopsling, Common, Goblin

Perks & Flaws (what makes you different) (P4) "Hulk" = wield massive weapons as if 2 Sizes (SZ) larger SZ 11 weapons = +4d, with -2p initiative (already included below)

(F3) "Slow" = -1p to all Initiative rolls (All ready included below) (F1) Mute = may only say his name

Combat Adjustments:	(default / standard adjustments)
(D) Defense Ajustment = +3d	Max = +3d
(A) Attack Adjustments = +3d	Max = +5d (each)

Armor & Weapons: (sword, shield, ring, etc.) BLUE Defense Pool = (D) Half Chain Armor (Torso) = +2d (3d CB) + (2d armor) = 5d

WHITE Attack Pool =

(A) Siege Hammer (Blunt, Impact, Size 11) = +9d (2d CB) + (9d club) = 11d

	v
Life Force	5
Max HP	20
Current HP	

Player Name

Date Created

Personality:

Race Cyclopsling Age Youthful Hair Black Eyes Green

Sex Female

(description) He has a strange fasciation with statues.

He is a gentle giant and gracefully swipes his enemies, sending them flying. He prefers to stand and protect

Sample

7/11/2013

the archers and wizards.



Primal (PR) Rating

3	Massive Weapon I = As if SZ +2
6	(already included below)
9	
12	
15	
18	
21	

Items Carried:	(not armor & weapons)
Ready Pack, Barrel of bee	r

Spell Glyphs

Gems	Gold	Silver
	9	17

Sprint Jump (Run) Jump (Sprint) Stand Up Quick Stand

Moving

Move

Attacking

Aim Battle Cry Attack

Defending

Parry Take Cover

Back Stabbing

Hide Sneak Sneak Attack

Combat Jumps

Jump (Run) Jump (Sprint) Landing Attack

Fighting Dirty

Frighten Nudge Taunt Trip

Falling Dow Fall Down Stand Up

Trip		
	+0p	3/2
Falling Down	+ OP	512
Fall Down	Initiative	Moves / Actions
Stand Up	5d	11d
Quick Stand	50	110
	BLUE Defense Pool	WHITE Attack Pool

Special	Charact	er	Dig	dirt					Player Name	Sample		
All Out Attack	Name		Dig	unt					Date Created	7/11/20	13	
All Out Defense										V		
Run Away	СВ	CN	CR	IN	MG	NT	ST	WP	Life Force	5	Race D	
Look Around	6	1	1	1	1	1	1	1	Max HP	20	Age Yo	
Turn Undead	+20	5437		10	67	11/	DD	VD	Current HP		Hair Re	
Battle Song Charm a Beast	DV 15"	MV 3	AC	JP 1/4	SZ	LK 3	PR 3	ХР			Eyes Bl Sex M	
indiffi d Dedst	15	5	2	^ 1/4	2	^	+5				JEX IVI	laie
Moving	Race Ab	oilities				(ra	acial abilit	ties. etc.)	Personality:			(descriptior
Move			tack rolls	already	/ included			,,	Grunts and spt	is a lot, wi	th a pesam	· ·
Sprint			r "Secret			,			outlook. He's le			
Jump (Run)									all going to die			
ump (Sprint)									saying, "It's a g	reat day to	o die."	
Stand Up										-		
Quick Stand	Languag	ges:	Dwarf, (Common	, Goblin						· · · · · · · · · · · · · · · · · · ·	1
									-			2
Attacking									1			
Aim	Perks &	Flaws			(what ma	ikes you c	lifferent)		Y	1	
Battle Cry	(P4) "M	agic Resi	stant" = +	-2d to re	sist magic					- Carlo		
Attack									e e		Stores	
	(F3) "M	undane"	= -2d to a	all MG ro	lls					C	and the	1
Defending	(F1) "Sp	eech Imp	pediment	" = Pron	ounce "V"	' as "TH"			6	Low	13	1
Parry										8 🦛	A CONT	
Take Cover									14		L.J.	
									Barris	- A	and a second	a in an all
ack Stabbing												
Hide		Adjustn			(defau	ılt / stan	-	stments)	Primal (PR) Rat	-	- ()) /-	
Sneak		•	stment = ·					lax = +3d		Weapon ((3/day) (Ra	nge 12")
neak Attack	(A) Atta	ck Adjusi	tments =	+4d			IVIax = +5	5d (each)	6			
	A	2 14/				(المأمأما ا	ing stal	9			
mbat Jumps		& Weapo					, shield, r		12			
ump (Run)	BLUE DE	efense Po	= 100					so) = +2d	15			
imp (Sprint)				12				d) = +1d	18			
ding Attack				(2	и СБ) + (2	u armorj	+ (10 SIII	eld) = 5d	21			
ghting Dirty	W/HITE	Attack Pc							Items Carried:		(not arms	or & weapon
Frighten	VVIIII C /	REGENT C		(A) Big 4	xe (Sharr). Versati	le, M2) =	+2d/+3d	Ready Pack, Bo	ne Dice	(not anno	
Nudge				(, ,) Dig F	and (Shaip		warf with		neury rack, bu	Inc Dice		
Taunt					(4d CB) +			axe = 1d arf) = 7d				
Trip						(20 0/0)	. (10.01	urry – 7 u	Spell Glyphs			
· · · I=			2			~	10					
Falling Down		+	3p			3	/2					
Fall Down		Init	iative			Moves	/ Actions					
Stand Up												
Quick Stand		2	5d			/	/d		Gems	Go	old	Silver
					1							

WHITE Attack Pool

Updated 03-04-2020

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Special	Characte	er	D		т				Player Name	Sample		
All Out Attack	Name		Des	sep l	Nar				, Date Created	7/11/20	13	
All Out Defense										V		
Run Away	СВ	CN	CR	IN	MG	NT	ST	WP	Life Force	5	Race Da	rk Elf
Look Around	6	1	1	1	1	1	1	1	Max HP	20	Age Yo	uthful
Turn Undead	+20		1			I	Į	<u> </u>	Current HP		Hair WI	hite
Battle Song	DV	MV	AC	JP	SZ	LK	PR	ХР			Eyes Gr	een
Charm a Beast	15"	4	2	2/4	3	3	3				Sex Ma	ale
		۸				٨	+5					
Moving	Race Abi	ilities				(ra	icial abili	ties, etc.)	Personality:			(descriptio
Move	+1d to al	ll bow at	tack rolls						Very secretive,	and a bit s	sneaky. He'	s a
Sprint	+2d defe	ense whe	n in "Sha	dowy Da	rkness"				good guy, with	some bad	guy skills. I	He
Jump (Run)									calls himself ar	n archer an	id stays bac	k
Jump (Sprint)									from melee. H	e can cast	shadowy da	arkness
Stand Up									3/day to gain a	+2d defer	nse bonus	
Quick Stand	Language	es:	Drow, Co	ommon,	Goblin				C	4		1
									1. 11		A	
Attacking										~	-or /	10
Aim	Perks &	Flaws			()	what ma	kes you d	different)		a fai		
Battle Cry	NONE (T	hese are	optional)			,	,	-		31	- · · ·
Attack	, , , , , , , , , , , , , , , , , , ,		•	,								0
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Defending										1		1
Defending									6		X	
Parry											K	
-												
Parry Take Cover												
Parry Take Cover Back Stabbing	Combat	Adjustm	ents		(defau	lt / stanc	lard adiu	istments)	Primal (PR) Ra	ting		
Parry Take Cover Back Stabbing Hide	Combat	•		IONE	(defau	lt / stanc	-	istments)	Primal (PR) Ra	0		2/day)
Parry Take Cover Back Stabbing Hide Sneak	(D) Defei	nse Ajust	tment = N		(defau	lt / stanc	N	1ax = +3d	3 Shado	0	ess as spell (3/day)
Parry Take Cover Back Stabbing Hide		nse Ajust	tment = N		(defau	lt / stanc	N		3 Shado 6	0	ess as spell (3/day)
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack	(D) Defer (A) Attac	nse Ajust k Adjust	tment = N ments = -		(defau		Max = +:	1ax = +3d 5d (each)	3 Shado 6 9	0	ess as spell (3/day)
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps	(D) Defen (A) Attac Armor &	nse Ajust k Adjust Weapo	tment = N ments = - ns:	+3d, 3d		(sword	Max = +: , shield, i	1ax = +3d 5d (each) ring, etc.)	3 Shado 6 9 12	0	ess as spell (3/day)
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Sneak Attack Combat Jumps Jump (Run)	(D) Defer (A) Attac	nse Ajust k Adjust Weapo	tment = N ments = - ns:	+3d, 3d	(D) Half ((sword	N Max = +: , shield, i nor (Tors	Aax = +3d 5d (each) ring, etc.) so) = +2d	3 Shado 6 9 12 15	0	ess as spell (3/day)
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run) Jump (Sprint)	(D) Defen (A) Attac Armor &	nse Ajust k Adjust Weapo	tment = N ments = - ns:	+3d, 3d	(D) Half ((sword	N Max = +: , shield, i nor (Tors	1ax = +3d 5d (each) ring, etc.)	3 Shado 6 9 12 15 18	0	ess as spell (3/day)
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run) Jump (Sprint)	(D) Defei (A) Attac Armor & BLUE De	nse Ajust k Adjust Weapo fense Po	tment = N ments = - ns: ol =	+3d, 3d	(D) Half ((sword Chain Arn Attack'') -	Max = + , shield, ı nor (Tors ⊦ (2d arm	Max = +3d 5d (each) ring, etc.) so) = +2d hor) = 2d	3 Shado 6 9 12 15	0	ess as spell (3/day)
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) Landing Attack	(D) Defen (A) Attac Armor &	nse Ajust k Adjust Weapo fense Po	tment = N ments = - ns: ol =	+3d, 3d (0d CB	(D) Half ("All Out A	(sword Chain Arn Attack'') - All	N Max = +! , shield, n nor (Tors + (2d arm Out Atta	<pre>//ax = +3d 5d (each) ring, etc.) so) = +2d hor) = 2d ack = +1d</pre>	3 Shado 6 9 12 15 18 21	wy Darkne		
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) Landing Attack	(D) Defei (A) Attac Armor & BLUE De	nse Ajust k Adjust Weapo fense Po	tment = N ments = - ns: ol = ol =	+3d, 3d (0d CB (A) I	(D) Half ("All Out # Bow (Bot)	(sword Chain Arm Attack") - All h Hands,	Max = + , shield, 1 nor (Tors + (2d arm Out Atta Range 1	<pre>//ax = +3d 5d (each) ring, etc.) so) = +2d hor) = 2d ack = +1d 5") = +2d</pre>	3 Shado 6 9 12 15 15 18 21 Items Carried:	wy Darkne	(not armo	
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) Landing Attack Fighting Dirty Frighten	(D) Defei (A) Attac Armor & BLUE De	nse Ajust k Adjust Weapo o fense Po ttack Po	tment = N ments = - ns: ol = ol = (A)	+3d, 3d (0d CB (A) I (1d Aim	(D) Half ("All Out # Bow (Botl "Action"	(sword) Chain Arm Attack") - All h Hands,) + (1d El	Max = +: , shield, I nor (Tors + (2d arm Out Atta Range 1 f with bo	<pre>//ax = +3d 5d (each) //ax = +3d 5d (each) //ax = +2d //ax = +2d //ax = +1d //ax = +1d //ax = +2d //ax = +2d //ax = +2d //ax = +3d //ax = +</pre>	3 Shado 6 9 12 15 18 21 Items Carried: Ready Pack, Qu	wy Darkne	(not armo 24 arrows	r & weapon
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) Landing Attack Fighting Dirty Frighten Nudge	(D) Defei (A) Attac Armor & BLUE De	nse Ajust k Adjust Weapo o fense Po ttack Po	tment = N ments = - ns: ol = ol = (A)	+3d, 3d (0d CB (A) I (1d Aim	(D) Half ("All Out # Bow (Botl "Action"	(sword) Chain Arm Attack") - All h Hands,) + (1d El	Max = + , shield, 1 nor (Tors + (2d arm Out Atta Range 1 f with bo (2d bow	<pre>//ax = +3d 5d (each) fring, etc.) fron = +2d hor) = 2d ack = +1d 5") = +2d pw) = +2d pw) = +2d</pre>	3 Shado 6 9 12 15 15 18 21 Items Carried:	wy Darkne	(not armo 24 arrows	r & weapon
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) Landing Attack Fighting Dirty Frighten Nudge Taunt	(D) Defei (A) Attac Armor & BLUE De	nse Ajust k Adjust Weapo o fense Po ttack Po	tment = N ments = - ns: ol = ol = (A)	+3d, 3d (0d CB (A) I (1d Aim	(D) Half ("All Out # Bow (Botl "Action"	(sword) Chain Arm Attack") - All h Hands,) + (1d El	Max = + , shield, 1 nor (Tors + (2d arm Out Atta Range 1 f with bo (2d bow	<pre>//ax = +3d 5d (each) //ax = +3d 5d (each) //ax = +2d //ax = +2d //ax = +1d //ax = +1d //ax = +2d //ax = +2d //ax = +2d //ax = +3d //ax = +</pre>	3 Shado 6 9 12 15 18 21 Items Carried: Ready Pack, Qu A fletcher kit (f	wy Darkne	(not armo 24 arrows	r & weapon
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) Landing Attack Fighting Dirty Frighten Nudge	(D) Defei (A) Attac Armor & BLUE De	nse Ajust k Adjust Weapo o fense Po ttack Po	tment = N ments = - ns: ol = ol = (A)	+3d, 3d (0d CB (A) I (1d Aim	(D) Half ("All Out # Bow (Botl "Action"	(sword) Chain Arm Attack") - All h Hands,) + (1d El	Max = + , shield, 1 nor (Tors + (2d arm Out Atta Range 1 f with bo (2d bow	<pre>//ax = +3d 5d (each) fring, etc.) fron = +2d hor) = 2d ack = +1d 5") = +2d pw) = +2d pw) = +2d</pre>	3 Shado 6 9 12 15 18 21 Items Carried: Ready Pack, Qu	wy Darkne	(not armo 24 arrows	r & weapon
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) Landing Attack Fighting Dirty Frighten Nudge Taunt Trip	(D) Defei (A) Attac Armor & BLUE De	nse Ajust k Adjust k Weapor fense Po tttack Po (3d,3d C	tment = N ments = - ns: ol = (A) (B) + (1d)	+3d, 3d (0d CB (A) I (1d Aim	(D) Half ("All Out # Bow (Botl "Action"	(sword Chain Arm Attack") - All h Hands,) + (1d El bonus) +	Max = + , shield, mor (Tors + (2d arm Out Atta Range 1 f with bc (2d bow	<pre>//ax = +3d 5d (each) fring, etc.) fron = +2d hor) = 2d ack = +1d 5") = +2d pw) = +2d pw) = +2d</pre>	3 Shado 6 9 12 15 18 21 Items Carried: Ready Pack, Qu A fletcher kit (f	wy Darkne	(not armo 24 arrows	r & weapon
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) Landing Attack Fighting Dirty Frighten Nudge Taunt	(D) Defei (A) Attac Armor & BLUE De	nse Ajust k Adjust t Weapon fense Po tttack Po (3d,3d C	ment = N ments = - ns: ol = (A) (B) + (1d)	+3d, 3d (0d CB (A) I (1d Aim	(D) Half ("All Out # Bow (Botl "Action"	(sword) Chain Arn Attack") - All h Hands,) + (1d El bonus) +	Max = +! , shield, I nor (Tors + (2d arm Out Atta Range 1 f with bo (2d bow	Aax = +3d 5d (each) 5d (each) 50) = +2d hor) = 2d ack = +1d 5") = +2d bw) = +2d bw) = +2d t) = 8d,8d "2 shots"	3 Shado 6 9 12 15 18 21 Items Carried: Ready Pack, Qu A fletcher kit (f	wy Darkne	(not armo 24 arrows	r & weapon
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) Landing Attack Fighting Dirty Frighten Nudge Taunt Trip	(D) Defei (A) Attac Armor & BLUE De	nse Ajust k Adjust t Weapon fense Po tttack Po (3d,3d C	tment = N ments = - ns: ol = (A) (B) + (1d)	+3d, 3d (0d CB (A) I (1d Aim	(D) Half ("All Out # Bow (Botl "Action"	(sword) Chain Arn Attack") - All h Hands,) + (1d El bonus) +	Max = + , shield, mor (Tors + (2d arm Out Atta Range 1 f with bc (2d bow	Aax = +3d 5d (each) 5d (each) 50) = +2d hor) = 2d ack = +1d 5") = +2d bw) = +2d bw) = +2d t) = 8d,8d "2 shots"	3 Shado 6 9 12 15 18 21 Items Carried: Ready Pack, Qu A fletcher kit (f	wy Darkne	(not armo 24 arrows	r & weapon
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Sneak Attack Combat Jumps Jump (Run) Jump (Run) Jump (Sprint) Landing Attack Frighten Frighten Nudge Taunt Trip	(D) Defei (A) Attac Armor & BLUE De	nse Ajust k Adjust k Weapor fense Po ttack Po (3d,3d C (3d,3d C +	ment = N ments = - ns: ol = (A) (B) + (1d) (B) + (1d) (B) + (1d)	+3d, 3d (0d CB (A) I (1d Aim	(D) Half ("All Out # Bow (Botl "Action"	(sword, Chain Arm Attack") - All h Hands,) + (1d El bonus) + <u>3</u> , Moves ,	Max = +: , shield, 1 nor (Tors + (2d arm Out Atta Range 1 f with bc (2d bow /2 / Actions	Aax = +3d 5d (each) 5d (each) 50) = +2d hor) = 2d ack = +1d 5") = +2d bw) = +2d bw) = +2d t) = 8d,8d "2 shots"	3 Shado 6 9 12 15 18 21 Items Carried: Ready Pack, Qu A fletcher kit (f	wy Darkne	(not armo 24 arrows	r & weapon
Parry Take Cover Back Stabbing Hide Sneak Sneak Attack Combat Jumps Jump (Run) Jump (Sprint) Landing Attack Frighten Kudge Taunt Trip Falling Down	(D) Defei (A) Attac Armor & BLUE De	nse Ajust k Adjust k Weapor fense Po ttack Po (3d,3d C (3d,3d C +	ment = N ments = - ns: ol = (A) (B) + (1d)	+3d, 3d (0d CB (A) I (1d Aim	(D) Half ("All Out # Bow (Botl "Action"	(sword, Chain Arm Attack") - All h Hands,) + (1d El bonus) + <u>3</u> , Moves ,	Max = +! , shield, I nor (Tors + (2d arm Out Atta Range 1 f with bo (2d bow	Aax = +3d 5d (each) 5d (each) 50) = +2d hor) = 2d ack = +1d 5") = +2d bw) = +2d bw) = +2d t) = 8d,8d "2 shots"	3 Shado 6 9 12 15 18 21 Items Carried: Ready Pack, Qu A fletcher kit (f	wy Darkne	(not armo 24 arrows more arrow	r & weapon

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----- Character Sheet 5.1 -----

	Characte	er	X 7 1	•	ЪT		• 1	\ \	Player Name	Sample		
Out Attack	Name		Vale	erias	e Na	y (V	1CKY)	Date Created	7/11/20	13	
Dut Defense										V		
un Away	СВ	CN	CR	IN	MG	NT	ST	WP	Life Force	5	Race I	Light Elf
k Around	6	1	1	1	1	1	1	1	Max HP	20		Youthful
ead	+20								Current HP		Hair S	Silver
ong	DV	MV	AC	JP	SZ	LK	PR	ХР			Eyes (Gold
east	12"	4	2	2/4	3	3	3				Sex I	Female
		۸				^	+5					
	Race Abi	ilities				(ra	acial abili	ties, etc.)	Personality:			(description)
	+1d to al	ll bow at	tack rolls						Stays back from	n melee, a	ind fires h	ner bow.
	Treat "Sl	eeping"	as awake	but "Pro	one"							
)												
nt)												
nd	Language	es:	Fae, Cor	nmon, G	oblin							1
									7			1 AL
g									1	11- A	ditty-	
	Perks &							different)		AA)		0
	(P4) Aler	t = +2d t	o resist s	urprise, a	and sneal	k attacks			. 3	A.	N.	
										N.S	11	
	(F3) Clun								1.4	CA X	Call	
g	(F1) "Tri	gger wor	d" = gets	angry w	hen calle	d a cowa	rd		6	HY	1 fr	200
/											2	
ver												
ver									1	H I	Ì	Line is a set
	Combo	Adiusta	onto:		(10)	lt / otar	double off	cture or t-1	Driver (20) Co	The second secon		
b D	Combat				(defau	lt / stan		stments)		-		
	(D) Defei	nse Ajust	:ment = N		(defau	lt / stan	N	1ax = +3d	3 Impro	ting ved Show	I = +1d	
		nse Ajust	:ment = N		(defau	lt / stan	N		3 Impro	-	I = +1d	
	(D) Defer (A) Attac	nse Ajust :k Adjust	ment = N ments = ·		(defau		Max = +	1ax = +3d 5d (each)	3 Impro 6 9	-	I = +1d	
g k os	(D) Defen (A) Attac Armor &	nse Ajust k Adjust k Weapo l	ment = N ments = · ns:			(sword	Max = + , shield, i	1ax = +3d 5d (each) ring, etc.)	3 Impro 6 9 12	-	I = +1d	
S	(D) Defer (A) Attac	nse Ajust k Adjust k Weapo l	ment = N ments = · ns:	+3d, 3d	(D) Half ((sword Chain Arr	Max = + , shield, mor (Tors	1ax = +3d 5d (each) ring, etc.) co) = +2d	3 Impro 6 9 12 15	-	I = +1d	
S	(D) Defen (A) Attac Armor &	nse Ajust k Adjust k Weapo l	ment = N ments = · ns:	+3d, 3d	(D) Half ((sword Chain Arr	Max = + , shield, mor (Tors	1ax = +3d 5d (each) ring, etc.)	3 Impro 6 9 12 15 18	-	I = +1d	
s	(D) Defer (A) Attac Armor & BLUE De	nse Ajust k Adjust Weapo r fense Po	ment = N ments = - ns: ol =	+3d, 3d	(D) Half ((sword Chain Arr Attack'')	Max = + , shield, mor (Tors + (2d arn	1ax = +3d 5d (each) ring, etc.) ring, etc.) ring, etc.) ring, etc.) ring, etc.)	3 Impro 6 9 12 15 18 21	-	I = +1d	
S K	(D) Defen (A) Attac Armor &	nse Ajust k Adjust Weapo r fense Po	ment = N ments = - ns: ol =	+3d, 3d (0d CB	(D) Half ("All Out /	(sword Chain Arr Attack'') Al	Max = + , shield, f mor (Tors + (2d arn I Out Atta	<pre>lax = +3d 5d (each) ring, etc.) ro) = +2d nor) = 2d ack = +1d</pre>	3 Impro 6 9 12 15 18 21	ved Show		
k	(D) Defer (A) Attac Armor & BLUE De	nse Ajust k Adjust k Weapou fense Po	rment = N ments = - ns: ol = ol =	+3d, 3d (0d CB (A)	(D) Half ("All Out <i>i</i> Bow (Bot	(sword Chain Arr Attack") Al Al	N Max = + , shield, nor (Tors + (2d arn Out Att: Range 1	<pre>lax = +3d 5d (each) ring, etc.) roo) = +2d nor) = 2d ack = +1d 5") = +2d</pre>	3 Impro 6 9 12 15 18 21 Items Carried:	ved Show	(not arm	nor & weapons)
k ps t) ck	(D) Defer (A) Attac Armor & BLUE De	nse Ajust k Adjust Weapon fense Po tttack Pon (1d Aim	ment = N ments = - ns: ol = ol = "Action"	+3d, 3d (0d CB (A)) + (1d El	(D) Half ("All Out / Bow (Bot f with bo	(sword Chain Arr Attack") Al h Hands, w) + (Imj	N Max = + , shield, I nor (Tors + (2d arn I Out Att: Range 1 pooved Sh	<pre>lax = +3d 5d (each) co) = +2d nor) = 2d ack = +1d 5") = +2d ot) = +3d</pre>	3 Impro 6 9 12 15 18 21 Items Carried: Ready Pack, Qu	ved Show	(not arm 24 arrows	S
s) k	(D) Defer (A) Attac Armor & BLUE De	nse Ajust k Adjust Weapon fense Po tttack Pon (1d Aim	ment = N ments = - ns: ol = ol = "Action"	+3d, 3d (0d CB (A)) + (1d El	(D) Half ("All Out / Bow (Bot f with bo	(sword Chain Arr Attack") Al h Hands, w) + (Imj	N Max = + , shield, nor (Tors + (2d arn l Out Att. Range 1 poved Sh (2d bow	<pre>lax = +3d 5d (each) fing, etc.) foo) = +2d hor) = 2d ack = +1d 5") = +2d ot) = +3d) = 9d,9d</pre>	3 Impro 6 9 12 15 18 21 Items Carried:	ved Show	(not arm 24 arrows	S
ng ck ps) t) ck	(D) Defer (A) Attac Armor & BLUE De	nse Ajust k Adjust Weapon fense Po tttack Pon (1d Aim	ment = N ments = - ns: ol = ol = "Action"	+3d, 3d (0d CB (A)) + (1d El	(D) Half ("All Out / Bow (Bot f with bo	(sword Chain Arr Attack") Al h Hands, w) + (Imj	N Max = + , shield, nor (Tors + (2d arn l Out Att. Range 1 poved Sh (2d bow	<pre>lax = +3d 5d (each) co) = +2d nor) = 2d ack = +1d 5") = +2d ot) = +3d</pre>	3 Impro 6 9 12 15 18 21 Items Carried: Ready Pack, Qu A fletcher kit (1	ved Show	(not arm 24 arrows	S
ng ck nps n) nt) ack	(D) Defer (A) Attac Armor & BLUE De	nse Ajust k Adjust Weapon fense Po tttack Pon (1d Aim	ment = N ments = - ns: ol = ol = "Action"	+3d, 3d (0d CB (A)) + (1d El	(D) Half ("All Out / Bow (Bot f with bo	(sword Chain Arr Attack") Al h Hands, w) + (Imj	N Max = + , shield, nor (Tors + (2d arn l Out Att. Range 1 poved Sh (2d bow	<pre>lax = +3d 5d (each) fing, etc.) foo) = +2d hor) = 2d ack = +1d 5") = +2d ot) = +3d) = 9d,9d</pre>	3 Impro 6 9 12 15 18 21 Items Carried: Ready Pack, Qu	ved Show	(not arm 24 arrows	S
ng ck nps n) nt) ack ty	(D) Defer (A) Attac Armor & BLUE De	se Ajust k Adjust k Weapou fense Po (1d Aim (3d,3d C	ment = N ments = - ns: ol = ol = "Action"	+3d, 3d (0d CB (A)) + (1d El	(D) Half ("All Out / Bow (Bot f with bo	(sword Chain Arr Attack") Al h Hands, w) + (Im bonus) +	N Max = + , shield, nor (Tors + (2d arn l Out Att. Range 1 poved Sh (2d bow	<pre>lax = +3d 5d (each) fing, etc.) foo) = +2d hor) = 2d ack = +1d 5") = +2d ot) = +3d) = 9d,9d</pre>	3 Impro 6 9 12 15 18 21 Items Carried: Ready Pack, Qu A fletcher kit (1	ved Show	(not arm 24 arrows	S
ng :k ps) t) ck ty	(D) Defei (A) Attac Armor & BLUE De WHITE A	nse Ajust k Adjust Weapon fense Po (1d Aim (3d,3d C	ment = N ments = - ns: ol = "Action" (B) + (1d)	+3d, 3d (0d CB (A)) + (1d El	(D) Half ("All Out / Bow (Bot f with bo	(sword Chain Arr Attack") Al h Hands, w) + (Im bonus) +	Max = + , shield, 1 nor (Tors + (2d arn I Out Att: Range 1 pooved Sh (2d bow	<pre>lax = +3d 5d (each) ring, etc.) so) = +2d nor) = 2d ack = +1d 5") = +2d ot) = +3d) = 9d,9d "2 shots"</pre>	3 Impro 6 9 12 15 18 21 Items Carried: Ready Pack, Qu A fletcher kit (1	ved Show	(not arm 24 arrows	S
er ing ck nps n) nt) ack rty	(D) Defei (A) Attac Armor & BLUE De WHITE A	nse Ajust k Adjust Weapon fense Po (1d Aim (3d,3d C (3d,3d C) +	ment = N ments = - ns: ol = "Action" B) + (1d A B) + (1d A	+3d, 3d (0d CB (A)) + (1d El	(D) Half ("All Out / Bow (Bot f with bo	(sword Chain Arr Attack") Al h Hands, w) + (Im bonus) + Sonus) + Moves	Max = + , shield, nor (Tors + (2d arm l Out Att: Range 1 poved Sh (2d bow /2 / Actions	<pre>lax = +3d 5d (each) ring, etc.) so) = +2d nor) = 2d ack = +1d 5") = +2d ot) = +3d) = 9d,9d "2 shots"</pre>	3 Impro 6 9 12 15 18 21 Items Carried: Ready Pack, Qu A fletcher kit (1	ved Show	(not arm 24 arrows	S
: s /	(D) Defei (A) Attac Armor & BLUE De WHITE A	nse Ajust k Adjust Weapon fense Po (1d Aim (3d,3d C (3d,3d C) +	ment = N ments = - ns: ol = "Action" (B) + (1d)	+3d, 3d (0d CB (A)) + (1d El	(D) Half ("All Out / Bow (Bot f with bo	(sword Chain Arr Attack") Al h Hands, w) + (Im bonus) + Sonus) + Moves	Max = + , shield, 1 nor (Tors + (2d arn I Out Att: Range 1 pooved Sh (2d bow	<pre>lax = +3d 5d (each) ring, etc.) so) = +2d nor) = 2d ack = +1d 5") = +2d ot) = +3d) = 9d,9d "2 shots"</pre>	3 Impro 6 9 12 15 18 21 Items Carried: Ready Pack, Qu A fletcher kit (1	ved Show	(not arm 24 arrows 3 more arr	S

Special	Character	Rah	r Bee					Player Name	Sample		
All Out Attack	Name	Dall		/				Date Created	7/11/20	13	
All Out Defense											
Run Away	CB CN		IN	MG	NT	ST	WP	Life Force	4		Half Elf
Look Around	3 1	1	1	3	3	1	3	Max HP	16	_	Youthful
Turn Undead	+5			+5	+5		+5	Current HP			Blonde
Battle Song	DV MV		JP	SZ	LK	PR	ХР				Blue
Charm a Beast	6" 5	2	2/4	3	2	3 +5				Sex	Female
Moving	Race Abilities				(ra		ities, etc.)	Personality:			(description)
Move	+1d to all Mov	e (MV) rolls						Cheerful and fr	iendly. Ve	ry helpf	ul, if not
Sprint	+1d resist beng	g "Tracked"						a tad bit too tru	usting of s	tranger	s. She
Jump (Run)								realises that Elv	ves and H	umans d	on't like
Jump (Sprint)								that she is a ha	lf-breed. I	For that	matter,
Stand Up								Dwarves don li	ke Elves (d	or her) e	ither.
Quick Stand	Languages:	Fae, Cor	nmon, Gol	olin						a contraction of the second se	K
Attacking											4
Aim	Perks & Flaws			(what ma	kes vou	different)	1.1			
Battle Cry	(P4) "Bard" = +	2d "Battle 9	Song" (2 A)				unierent)		A.L.	\$	
Attack		ttack bonus			-	nounuj			L	1	
Allack	120 d				11111 24						
Defending											
Parry								00		76	
Take Cover	(P5) "Slow" = -	2n to all Ini	tiative roll	s (alrea	dy incluc	led helo	() ()			K Y	
	(13) 310W	20 to an ini	tiative roll	s (an ea			vv)		E	$\underline{)}$	
Back Stabbing											
Hide	Combat Adjus	tments:		(defau	lt / stand	dard adjı	ustments)	Primal (PR) Rat	ting		
Sneak	(D) Defense Aj	ustment = +	-3d			ľ	Vlax = +3d	3 Sure F	ooted I = -	+1d to a	ll MV rolls
Sneak Attack	(A) Attack Adju	istments =	NONE			Max = +	-5d (each)	6			
								9			
Combat Jumps	Armor & Wea						ring, etc.)	12			
Jump (Run)	BLUE Defense	Pool =		-		-	rso) = +2d	15			
Jump (Sprint)			([D) Parry			on) = +2d	18			
Landing Attack					. ,		nse = +1d	21			
	(3d (CB) + (2d ar	mor) + (2d	Parry) -	+ (1d All	out defe	ense) = 8d				
Fighting Dirty								Items Carried:		(not ar	mor & weapons)
Frighten	WHITE Attack	Pool =					he party."	Ready Pack, Lo	ck picks		
Nudge				(A) Sta	ff (blunt	, parry, I	√12) = +2d				
Taunt							NONE				
Trip			T					Spell Glyphs			
Falling Down	-	+1p			3	/2					
Fall Down	Ir	itiative			Moves	/ Action	S				
Stand Up		8d			No	one		Come	<u> </u>	old	Silver
Quick Stand	BLUE	Defense Poc		,	WHITE A		ol	Gems		9 9	Silver
L											

Player Name					nos	Drip	r	Characte
Date Created				·	1105			Name
1.C F	14/5	07						00
Life Force	WP 1	ST 1	NT 1	MG 1	IN 1	CR 1	CN	СВ З
Max HP Current HP	1	1	1	1	1	1	1	ہ +5
Current HP	ХР	PR	LK	SZ	JP	AC	MV	+5 DV
	۸P	РК 6	2	52 4	2/4	AC 2	3	12"
		+20	2	т	2/ 1	6	5	16
Personality:	ies, etc.)		(ra				lities	Race Abi
Large and sme	, ,		,		ls	ttack" ro	l "Club A	+1d to al
speaks well an								
knows that oth								
better if he pla								
shorty one-line								
C				oblin	nmon, G	Troll, Co	es:	Language
	ifferent)	es you d	vhat mak	(\			laws	Perks & I
						optional	nese are	NONE (T
Ø								
K.								
4								
A								
Primal (PR) Ra	stments)	ard adjus	lt / stand	(defau				Combat
3 Regen	ax = +3d							(D) Defer
6 Regen	d (each)	/lax = +5			2d	ments = -	k Adjust	(A) Attac
9								
12	ng, etc.)							Armor &
15	,		Chain Arn	(D) Half (= 10	ense Po	BLUE Def
18	ld = +1d							
21	eld) = 4d	· (1d shie	l armor) ·	CB) + (2c	(10			
Items Carried:								
Ready Pack, Sn	ub = +1d	l with clu	Half-tro			ol =	ttack Po	WHITE A
neady rack, SII			Both Han	ig Club /	(Δ)	-	LUCK FU	WINTE A
			(2d club)	-				
Spell Glyphs	siij – Su		24 (145)					
		2	2				. /	
		2	3/			3p	+	
		Actions	Moves /			ative	Initi	
						1		
Gems		5d					4	
		ack Poo	NHITE At	١		ense Poo	LUE Def	E

	vv	_	
Life Force	6	Race	Half Troll
Max HP	24	Age	Youthful
Current HP		Hair	White
		Eyes	Green
		Sex	Male
Personality:			(description)
Large and smell	y. Laughs	a lot. He	2
speaks well and	is not du	ımb, but	he
knows that othe	ers seem	to like hi	im
better if he play	s stupid a	and says	
shorty one-liner	s like, "№	1e smash	n!"
	9		1
		Sh	24
	5	CC	24
1 C	Can.	real l	1
	L. & There's	3- 12	1
- d	- 19P	-	On i
R	1 Star	1	122
S	HEER	121	m a
. 651	SAM.	103	
5.	am		
		1000	
R. Sert	and that doe	R	
1	200	all -	indian in the
Bin	1.0	-	and in deal of
Primal (PR) Rati	ng		
3 Regene	rate 1 HF	per rou	nd
6 Regene	rate 2HP	(total) p	er round
9			
12			
15			
18			
21			
Items Carried:		(not arı	mor & weapons)
		(

Sample 7/11/2013

Ready Pack	Small	stone	frog	figurine	

ell Glyphs

Gems	Gold	Silver
	9	17

----- Character Sheet 5.1 -----

Special	Charact	er	Moi	·σan					Player Name	Sample		
All Out Attack	Name			San					Date Created	7/11/20	13	
All Out Defense											1	
Run Away	СВ	CN	CR	IN	MG	NT	ST	WP	Life Force	6		Human
Look Around	6	1	1	1	1	1	3	1	Max HP	24	_	Youthful
urn Undead	+20						+5		Current HP Hair Bro			
Battle Song	DV	MV	AC	JP	SZ	LK	PR	ХР			-	Green
narm a Beast	0"	3	2	2/4	3	4	1				Sex	Male
Moving	Race Ab	oilities					icial abilit	ties, etc.)	Personality:			(description)
Move	+1d or -	1d to all	Corruptio	n (CR) ro	lls, my ch	oice, at v	will		Very goal orrie	nted, pers	isatent,	and
Sprint									arrogant. Imme	ediately be	elieves h	е
np (Run)									should be the l	eader, but	t won't g	get
np (Sprint)									angry if he's no			
tand Up												
ick Stand	Languag	ges:	Fae, Cor	nmon, Go	oblin				1.			K
ttacking											3 mal	2
Aim	Perks &	Flaws			()	what ma	kes vou c	different)	10.3			
attle Cry	(P6) "W	arlord" =			,				÷.			
Attack	(-)		ds within	24" get a	a second	free mov	ve			1A	R	8
Defending	(F3) "Di	m Witted	l" = -2d to	all IN ro	ااد				- /	10	No T	
Parry			= -2d to a						S. G		SA	
ake Cover	(F5) 101	unuane	2u to a		15						R	
ike cover									1	10		later in a second
ck Stabbing												
Hide		Adjustm			(defau	lt / stand		stments)	Primal (PR) Rat	ing		
Sneak			tment = +					1ax = +3d	3			
eak Attack	(A) Atta	ck Adjust	ments = ·	+3d			Max = +t	5d (each)	6			
									9			
nbat Jumps		& Weapo						ring, etc.)	12			
mp (Run)	BLUE De	efense Po	= loo		(D) Half (so) = +2d	15			
np (Sprint)						(3d CB)	+ (2d arn	nor) = 5d	18			
ding Attack									21			
									Items Carried:		(not ar	mor & weapons)
hting Dirty						/					auill	
	WHITE /	Attack Po	ol =		(A) Bru	ital Axe (Sharp, M	12) = +4d	Ready Pack, Ink	well and	quin	
	WHITE /	Attack Po	ol =		(A) Bru			l2) = +4d axe) = 7d	Blank parchme			
Frighten	WHITE /	Attack Po	01 =		(A) Bru							
Frighten Nudge	WHITE /	Attack Po	ol =		(A) Bru							
Frighten Nudge Taunt Trip	WHITE /		³ p		(A) Bru	(3d C			Blank parchme			
Frighten Nudge Taunt Trip	WHITE /	+			(A) Bru	(3d C 3,	B) + (4d a	axe) = 7d	Blank parchme			
Frighten Nudge Taunt Trip Falling Down	WHITE /	+ Initi	3p		(A) Bru	(3d C 3 Moves ,	/2 / Actions	axe) = 7d	Blank parchme			
Nudge Taunt Trip Falling Down Fall Down		+	3p			(3d C 3, Moves,	/2	axe) = 7d	Blank parchme	nt scrolls Go		Silver 17

Special	Character	Uono	v Cutt	110			Player Name	Sample		
All Out Attack	Name		y Cutte	71			Date Created	7/11/20	13	
All Out Defense										
Run Away	CB CN	CR	IN MG	NT	ST	WP	Life Force	7	Race Humar	n
ook Around	6 1	1	1 1	1	1	1	Max HP	28	Age Youthf	ful
undead	+20					·	Current HP		Hair Blonde	ē
e Song	DV MV	AC	JP SZ	LK	PR	ХР			Eyes Blue	
n a Beast	0" 3	2 2	2/4 3	4	3				Sex Female	е
oving	-			^^	+5				<i>.</i>	
-	Race Abilities		op)		acial abilit	ties, etc.)	Personality:			scription)
/e	+1d or -1d to all	Corruption (CR) rolls, my	choice, at	will		Light on her fe			
t							stories and sing		-	
Run)							little bigger and	d more ex	citing each time	2
orint)							she tells them.			
Up										
tand	Languages:	Drow, Com	mon, Goblin				1.			K
cking							PT .	Dr) C	le la	1
im	Perks & Flaws			(what m	akes you d	lifforont)		U E		
e Cry		o ontional)		(what his	akes you u	interent)	- 6	W AL	A Contraction	
	NONE (These ar	e optional)					6		Y Ange	
ack							5	A		
ending									N.	1
irry										4
, over							Pr.			1
							1	- All	and and the lat	
abbing										
lide	Combat Adjusti	ments:	(defa	ult / stan	dard adju	stments)	Primal (PR) Rat	ting		
eak	(D) Defense Aju	stment = +3d			M	lax = +3d	3 Improv	ved Life Fo	orce 1 (already s	set)
Attack	(A) Attack Adjus	stments = +3d			Max = +5	5d (each)	6			
							9			
umps	Armor & Weap	ons:		(sword	d, shield, r	ing, etc.)	12			
Run)	BLUE Defense P	= 100	(D) Hal	f Chain Ai	rmor (Tors	so) = +2d	15			
orint)				(D) W	ooden shi	eld= +1d	18			
Attack					(D) Pa	arry = 1d	21			
		(3d CB) +	+ (2d armor) ·	+ (1d sield	l) + (1d pa	rry) = 7d				
Dirty							Items Carried:		(not armor &	weapons)
ten	WHITE Addtal	o,oľ/⊭2) = +4d ((A) Small Swo	rd (Sharp	, Parry, M	2) = +2d	Ready Pack, Po	uch of salt	:	
ge				(3d CB)) + (2d swo	ord) = 5d				
int										
rip							Spell Glyphs			
	+	-5p		2	/2					
Down		•								
Down	Ini	tiative		Moves	/ Actions					
nd Up	,	7d		4	5d		0	-	LI -	1
k Stand							Gems	Go	old S	ilver

WHITE Attack Pool

Updated 03-04-2020

17

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Special	Characte	er	Sih	nnor					Player Name	Sample		
All Out Attack	Name		2111	10111					Date Created	7/11/20)13	
All Out Defense										vv	_	
Run Away	СВ	CN	CR	IN	MG	NT	ST	WP	Life Force	4	Race Nigh	tstalker
ook Around	6	1	1	1	1	1	1	1	Max HP	16	Age Yout	hful
urn Undead	+20	<u></u>					•		Current HP		Hair Blue	
Battle Song	DV	MV	AC	JP	SZ	LK	PR	ХР			Eyes Black	k
arm a Beast	15"	4	2	2/4	1	2	3				Sex Male	2
Moving	Race Ab	ilities				(r:	+5 acial abilit	ties, etc.)	Personality:		(description
Move			ive" rolls	(already	included			ties, etc.j	Dark blue shell	and blon		acsemptio
Sprint			l at norm						beast like mon			
	I CIIIID d	nu crawi	at norm		lient spee	eu						
mp (Run)									off still living p			
np (Sprint)								alone and stare	es at the c	others in his		
tand Up						1.1.			group.			
uick Stand	Languag	es:	Nightsta	alker, Cor	nmon, Go	oblin						K
									7			2
Attacking									6.5			
Aim	Perks &				(what ma	kes you c	different)				
attle Cry	NONE (T	hese are	optiona)								
Attack										P	\sim	
										KACAMI		
Defending									5.	JO	ALX.	
Parry										LI &	80%	1
ke Cover									Pro St	De S	Par	
									1	لاف	and the states	and and
ck Stabbing												
Hide	Combat	Adjustm	nents:		(defau	ılt / stand	dard adju	stments)	Primal (PR) Rat	ting		
Sneak	(D) Defe	nse Ajus	tment = -	⊦3d			N	1ax = +3d				
eak Attack		-	ments =				Max = +5	5d (each)	6		included bel	
	() · · · ·	, . ,						- ()	9	(/		- /
nbat Jumps	Armor 8	& Weapo	ns:			(sword	shield r	ing, etc.)	12			
mp (Run)		efense Po						so) = +4d	15			
np (Sprint)	DLOL DC	ichise i e	- 10					nd) = +2d	18			
				. ,				,				
ing Attack				(3	и СВ) + (4	ia sneii) -	F (Zu Shie	elds) = 9d	21			
nting Dirty									Items Carried:		(not armor 8	& weapor
Frighten	WHITE (Attack Po				(Δ)	Rite (Her	ad) = +6d	Ready Pack, La			x weapon
Nudge		ALLOCK I O						pite) = 9d	2 skins of lamp			
Taunt						(Su C	ь) + (ou r	Jite) – 9ú	2 SKITS OF Iditip	UII		
Trip					r				Spell Glyphs			
	i I				1							
		+	3p			4	/2					
			3p									
all Down		Initi	iative			Moves	/ Actions					
alling Down Fall Down Stand Up Quick Stand		Initi	-			Moves			Gems	6	bld	Silver

WHITE Attack Pool

Updated 03-04-2020

17

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All Out Attack All Out Defense Run Away Look Around Turn Undead **Battle Song** Charm a Beast

Moving Move Sprint Jump (Run) Jump (Sprint) Stand Up Quick Stand

Attacking

Aim Battle Cry Attack

Defending

Parry Take Cover

Back Stabbing

Hide Sneak Sneak Attack

Combat Jumps

Jump (Run) Jump (Sprint) Landing Attack

Fighting Dirty

Frighten Nudge Taunt Trip

Falling Down Fall Down Stand Up

Quick Stand

Character Zacheria

Name

Race Abilities

Languages:

Perks & Flaws

Combat Adjustments:

Armor & Weapons:

BLUE Defense Pool =

WHITE Attack Pool =

+3p

Initiative

6d

BLUE Defense Pool

(D) Defense Ajustment = +3d

(A) Attack Adjustments = +3d

I can wield two weapons at once

regardless of my CB and CN ratings

(P4) "Alert" = +2d to resist surprise & sneak attacks

(F3) "Mundane" = -2d to all magic (MG) rolls

(F3) "Dim Witted" = -2d to all intellect (IN) Rolls

but for now, I can only attack once per round

Tundra, Common, Goblin

(P2) "Goblin Hunter" = Attack a goblin type with "Luck" (3/day)

СВ	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1
+20	-			-			
DV	MV	AC	JP	SZ	LK	PR	ХР
6"	3	2	2/4	3	3	3	
				۸	۸	+5	

(racial abilities, etc.)

(what makes you different)

(default / standard adjustments)

(D) Half Chain Armor (Torso) = +2d

(3d CB) + (2d armor) + (1d parry) = 6d

(3d CB) + (1d bonus) + (2d sword) = 6d

3/2

Moves / Actions

6d

WHITE Attack Pool

(A) Two Small Swords (1 Hand each) =

Max = +3d

Max = +5d (each)

(D) Parry = +1d

(sword, shield, ring, etc.)

Player Name Sample 7/11/2013 Date Created

v 5 Life Force Max HP 20 Current HP

Race Tundra Age Youthful Hair White Eyes Green

Sex Male

Personality:

(description)

Short white hair with a tan patch on his chest. His armor and boots are a matched set. He is very flashy and brushes his hair (whole body) every night. He hopes to one day find a "silk sash".



Primal (PR) Rating

3	Dog's Bark 1 = speak with pet dogs
6	
9	
12	
15	
18	
21	

	Items Carried:	(not armor & weapons)
Small Swords (1 Hand each) = +2d	Ready Pack, Hair brush	
(A) Wielding two weapons = +1d		

Spell Glyphs

Gems	Gold	Silver
	9	17



PR 1 2 3 +5 (racial abilities, etc.) Warrior Fly, Common, Goblin (what makes you different) (default / standard adjustments) Max = +3dMax = +5d (each) (sword, shield, ring, etc.) Defense Flying 1 = +1d (D) Thick Fur (Torso) = +1d

(A) Sr

5d

BLUE Defense Pool

MG

1

SZ

NT

1

LΚ

ST

1

WP

1

ΧР

	Items Carried:	(not
mall Sword (Hand) = +2d	Ready Pack, Sugar cu	bes [25]
3d CB) + (2d sword) = 5d		

Spell Glyphs

Gems	Gold	Silver
	9	17

Player Name Sample 7/11/2013 Date Created

ife Force	4
Лах НР	16
Current HP	

Race	Warrior Fly
Age	Youthful
Hair	Black
Eyes	Blue

Sex Female

Personality:

(description)

Volunteers to scout ahead. Struggles to feel like pa4t of the team. She is small, timid and shy, but curious. She enjoys digging through piles of garbage.



Primal (PR) Rating

3	Defense Flying 1 = +1d
6	
9	
12	
15	
18	
21	

Bruta	IRPG.com	

Stand Up

Quick Stand

3/2

Moves / Actions

5d

WHITE Attack Pool

Updated 03-04-2020

armor & weapons)

All Out Attack All Out Defense Run Away Look Around Turn Undead **Battle Song** Charm a Beast

Moving Move Sprint Jump (Run) Jump (Sprint) Stand Up Quick Stand

Attacking

Aim Battle Cry Attack

Defending

Parry Take Cover

Back Stabbing

Hide Sneak Sneak Attack

Combat Jumps

Jump (Run) Jump (Sprint) Landing Attack

Fighting Dirty

Frighten Nudge Taunt Trip

Falling Down Fall Down Stand Up Quick Stand

Character Dudley

Name

Race Abilities

Languages:

Perks & Flaws

I get +2d to "Hide", but -2d to "Sneak"

(P4) "Sneaky" = +2d to hide and sneak

(F3) "Weakling" = -2d to all ST rolls

RED Combat (CB) Dice:

Armor & Weapons:

BLUE Defense Pool =

WHITE Attack Pool =

+3p

Initiative

7d

BLUE Defense Pool

(D) Defense Ajustment = +3d

(A) Attack Adjustments = +3d

(P4) "Sneaky" = +2d to hide and sneak - AGAIN

(F5) "Combat Paralysis" = Skip first round of a new battle

(already Included above)

Hide = (1 CN) + (2 race) + (4 perk) = 7d

Sneak = (1 CN) - (1 race) + (4 perk) = 4d

Zeetvah, Common, Goblin

СВ	CN	CR	IN	MG	NT	ST	WP
6	1	1	1	1	1	1	1
+20	-		-				
DV	MV	AC	JP	SZ	LK	PR	ХР
0"	3	2	2/4	2	4	3	

(racial abilities, etc.)

(what makes you different)

(default / standard adjustments)

(D) Half Chain Armor (Torso) = +2d (D) Steel Shield (Hand) = +1d

(A) Small Sword (Hand) = +2d

3/2

Moves / Actions

5d

WHITE Attack Pool

(3d CB) + (2d sword) = 5d

(3d CB) + (2d armor) + (1d shield) + (1d parry) = 7d

Max = +3d

Max = +5d (each)

(D) Parry = +1d

(sword, shield, ring, etc.)

Personality:

7/11/2013 Date Created

Sample

	vv
Life Force	4
Max HP	16
Current HP	

Player Name

Race Zeetvah Age Youthful Hair Blonde Eyes Blue

Sex Male

(description)

Dashing, but goofy. Quick to hide, but lousy to sneak. A greedy little fella. He's in love with his magic sword. He has a hard time trusting anyone at first, but he comes around evenutally.



Primal (PR) Rating

3	Sneaky 1 (already included above)
6	
9	
12	
15	
18	
21	

	Items Carried:	(not armor & weapons)
k	Ready Pack, Iron frying p	an

Spell Glyphs

Gold	Silver
9	17
	Gold 9