



## 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	0	-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	0	-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	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
10 - 12	Chest		0	1	2	3	4	5	6	7	8	9	10	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
7 - 9	Abdomen		0	1	2	3	4	5	6	7	8	9	10	0	-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	0	-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	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	

## RESISTANCES

Skill	basic %		<input checked="" type="checkbox"/>	%
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		<input checked="" 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"/>	_____

## 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	
Walk	_____	-
Run <sup>1</sup> (Move + Ath. %/25* x 0,5 m) x3	_____	-  m
Sprint <sup>1</sup> (Move + Ath. %/25* m) x5	_____	-  m
Jump <sup>2</sup> Horizontal <sup>1</sup> (h <sub>PC</sub> x2 + Ath. %/20* m)	_____	-  /2 m
Jump <sup>2</sup> Vertical <sup>1</sup> (h <sub>PC</sub> + (Ath. %/20)* x 0,2 m)	_____	-  /2 m
Climb	Rough or rugged surface	-  /2 m
	Steep surface	-  m
	Sheer surface	-  x2 m
Swim <sup>3</sup> (Move + Swim %/20* m)	_____	(4)

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

## CULT INFORMATION

Ranks & Benefits & Restrictions & Gifts & Geas

	Max.	Current
_____		

## ABILITIES

Spells & Spirits & Talents & Miracles