

Name: _____ Armor: _____ Critical DMG Die: Max: _____ Current: _____

HP - FATIGUE - INVENTORY

TRAITS

Physical

melee combat
aiming
endurance
athletics
dexterity
sleight of hand
stealth

Mental

arcana
mind
investigation
nature
religion
willpower

Social

intuition
deception
intimidation
performance
persuasion
influence

Specializations

perception
medicine
animal handling
survival
technology
herbalism

PHYSICAL STATUSES

- ☐ WEAKENED - Disadvantage on all physical trait rolls.
- ☐ WOUNDED - Any partial success or failure causes you to gain 1 fatigue.
- ☐ MAULED - Each time you take damage, add 1 automatic damage.
- ☐ SORE - Failure on physical trait rolls adds 1 fatigue.
- ☐ SHOCKED - You cannot benefit from armor.
- ☐ CUT OPEN - Rolled 1 lowers highest result in the pool by 1. Altered dice don't count for crits.

MENTAL STATUSES

- ☐ SENSITIVE - Take double fatigue from all sources.
- ☐ JITTERY - Disadvantage on all social and specializations trait rolls.
- ☐ HALLUCINATING - Cannot achieve full successes.
- ☐ DISTRACTED - Disadvantage on all mental trait rolls.
- ☐ BROKEN - Max 2 dice rolled per test.
- ☐ UNCERTAIN - A result of 4 counts as failure.