Name

Species

Class

Age

**Health**

**Focus**

**Luck**

**Wounds**

**Fatigue**

**Fate**

Armour

Equipment

Troubles

**Combat:**

**Knowledge:**

**Influence**:

Agility +
Brawl +
Climb +
Run +
Stealth +
Strength +
Swim +
Throw +
 +
 +
 +
 +
 +
 + +
 +

Craft +
Investigate +
Languages +
Lore +
Patch Wounds + Read/Write + Survival +
Track +
 +
 +
 +
 +
 +
 +

Bargain +
Charm +
Contacts +
Deceive +
Entertain +
Intimidate +
Lead +
Persuade +
 +
 +
 +
 +
 +
 +

Background

Goals

Gender

Level

Followers

Wealth

*Appearance*

**Magic:** Cantrips + + + + +

**Special Moves & Cantrips *(Quick Actions)***

**Powers & Spells *(Actions)***

**Your Dice Code:**

**Your Luck Roll:**

*See more at: DavesGamesLab.com*

*Summary:*

Threshold:

Value: