

ikaros

Character name/pronouns

Player name

Traits

Use to help or hinder. First use is free.

Identity	Used ?
Struggle	Used ?
Drive	Used ?

Skills

2d6 + skill vs Target Num. Advantage caps at +2 and applies to the roll. Disadvantage caps at +2 and applies to the TN.

Athletics	Lore	Shooting
Contacts	Might	Sorcery
Craftwork	Noticing	Stealth
Empathy	Persuasion	Survival
Fighting	Resources	Willpower
Modifiers (incl. injury)		Armor disadvantage

Talents

Special qualities and abilities this character has.

Weapon

Damage

Weapon

Damage

Weapon

Damage

Armor

Combat

Margin less than armor: glancing hit. Otherwise, solid hit.

Physical resilience:

Mental resilience:

Fatigue:

Desperation:

Injuries

Physical resilience is 10 + (2 x Might).

Mental resilience is 10 + (2 x Willpower).

Filling half a pool gives a stacking -1 to all rolls. Each crit gives a stacking -1 to all rolls.

Physical total:

Mental total:

Gear

Two Bulk 1 items on the belt, then another (5 + Might) worth of Bulk on the rest of the body. Armor worn counts against your maximum bulk!

	Complexity:	Storage:
Belt		
Belt		
Body		
Body		
Body		
Body		
Body		
Body		
Body		
Body		
Body		
Body		

Spells

Can hold up to (Sorcery skill level) spell slots in memory. The rest must be stored in spellbooks. Put "Storage: Mem" for spells in memory, then give each spellbook a short id, such as a number, symbol, etc, and put "Storage: <id>" on spells in books.

Notes

XP: ____
