Name | Race | Class | Motivation

Age | Gender | Height (ft in) | Weight (lbs/ Burden) (5 lbs = 1 Burden)

Injury: 1 2 3 4 5 6 7 8 9 10 11 12

Pain: 1D 2D 3D 4D 5D 6D 7D 8D 9D 10D 11D 12D

Dexterity

Archery	D+
Brawling	D+
Climbing	D+
Evade	D+
Gunnery	D+
Heavy Weapons	D+
Jumping	D+
Light Weapons	D+
Running	D+
Stealth	D+
Swimming	D+
Theft	D+
Throwing	D+
Thundertech	D+

Strength

Grit	D+
Immunity	D+
Recovery	D+
Stamina	D+

Knowledge

Appraisal	D+
Art	D+
Bestiary	D+
Cuisine	D+
Industry	D+
Languages	D+
Lore	D+
Medicine	D+
Nature	D+
Stargazing	D+
Warfare	D+

Charisma

Bribery	D+
Charm	D+
Coordination	D+
Deceit	D+
Haggling	D+
Intimidation	D+
Order	D+
Persuasion	D+
Willpower	D+

Cunning

Artillery	D+
Awareness	D+
Beast Riding	D+
Engineering	D+
Foraging	D+
Navigation	D+
Prospecting	D+
Siege Weapons	D+
Smuggling	D+

Craft

Apothecary	D+
Blacksmith	D+
Handiwork	D+
Magecraft	D+
Stonecutting	D+
Tailoring	D+

Battle Throw | Move ft, miles/day

DOOM – Heart + VALOR

100 90 80 70 60 50 40 30 20 10 0 10 20 30 40 50 60 70 80 90 100

Malevolent | Insidious | Wicked | Cruel | Neutral | Virtuous | Heroic | Benevolent | Pure

Luck +

0 1 2 3 4 5 6 7 8 9 10

Special Abilities

True Sorcery

D+

D+

D+

Inventory

Item	Burden

Carry: – Total Burden

= Overburdened Penalty

Skill Points: Level: