DARKWORLD

CHARACTER NAME | PLAYER | RACE

TITLE / CALLING | HOMELAND | AGE / HEIGHT / WEIGHT

ATTRIBUTES

MIGHT	AGILITY	CONSTITUTION	INTELLECT	WILLPOWER	ESSENCE
MGT RACIAL ☐	AGL RACIAL ☐	CON RACIAL ☐	INT RACIAL ☐	WIL RACIAL ☐	ESS RACIAL ☐

PHYSICAL DAMAGE & MAGIC STRAIN

PHYSICAL

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
BRUISED					WOUNDED (-1 MINOR)					INJURED (-1 MAJOR)				DYING	DEAD

STRAIN

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
TIRED					FATIGUED (-1 MINOR)					EXHAUSTED (-1 MAJOR)				BURNOUT	OVERLOAD

DEFENSE

PARRY ☐
weapon Att + Skill

DODGE ☐
AGL + Acrobatics

SHIELD BLOCK ☐
MGT + Shield

DAMAGE REDUCTION ☐
armor + natural

INITIATIVE ☐
AGL + 1d6

ACTIONS & BOONS

MAJOR ○ ○ **MINOR** ○

DYING CLOCK ☐
CON + 1 rounds

BOON POINTS ☐
kept until spent

DEFENSIVE BOONS ☐
expire when the encounter ends

MOVEMENT & LOAD

MOVEMENT ☐
ft. per Major Action

SAFE CARRY ☐
(MGT + 2) x 25 lbs

OVERBURDENED ☐
up to 2x Safe: -10 ft

TRODDEN ☐
over 2x Safe: -15 ft, -1 Minor

HARD CAP ☐
(MGT + 2) x 75 lbs

WEAPONS & ATTACKS

WEAPON	CLASS	SKILL	ATTACK	PARRY	CAP / RELOAD / NOTES

Class L / M / H Light = AGL + Skill Medium & Heavy = MGT + Skill Ranged & Thrown = AGL + Skill

SKILLS

COMBAT PROFICIENCIES
- Swords (Light) ☐☐☐☐☐☐☐☐
- Swords (Medium) ☐☐☐☐☐☐☐☐
- Swords (Heavy) ☐☐☐☐☐☐☐☐
- Bludgeons (Light) ☐☐☐☐☐☐☐☐
- Bludgeons (Medium) ☐☐☐☐☐☐☐☐
- Bludgeons (Heavy) ☐☐☐☐☐☐☐☐
- Axes (Light) ☐☐☐☐☐☐☐☐
- Axes (Medium) ☐☐☐☐☐☐☐☐
- Axes (Heavy) ☐☐☐☐☐☐☐☐
- Polearms (Medium) ☐☐☐☐☐☐☐☐
- Polearms (Heavy) ☐☐☐☐☐☐☐☐
- Archery* ☐☐☐☐☐☐☐☐
- Crossbows (Light) ☐☐☐☐☐☐☐☐
- Crossbows (Heavy) ☐☐☐☐☐☐☐☐
- Siege Engines* ☐☐☐☐☐☐☐☐
- Thrown ☐☐☐☐☐☐☐☐
- Unarmed ☐☐☐☐☐☐☐☐

PHYSICAL & DEXTEROUS
- Acrobatics ☐☐☐☐☐☐☐☐
- Athletics ☐☐☐☐☐☐☐☐
- Endurance ☐☐☐☐☐☐☐☐
- Stealth ☐☐☐☐☐☐☐☐
- Awareness ☐☐☐☐☐☐☐☐
- Thievery* ☐☐☐☐☐☐☐☐
- Traps & Mechanisms* ☐☐☐☐☐☐☐☐

SURVIVAL & PROFESSIONAL
- Survival ☐☐☐☐☐☐☐☐
- Navigation* ☐☐☐☐☐☐☐☐
- Seamanship* ☐☐☐☐☐☐☐☐
- Tracking ☐☐☐☐☐☐☐☐
- Animal Handling ☐☐☐☐☐☐☐☐
- Cooking ☐☐☐☐☐☐☐☐
- Woodworking*+ ☐☐☐☐☐☐☐☐
- Carpentry*+ ☐☐☐☐☐☐☐☐
- Masonry*+ ☐☐☐☐☐☐☐☐
- Armor Smith*+ ☐☐☐☐☐☐☐☐
- Weapon Smith*+ ☐☐☐☐☐☐☐☐
- Blacksmithing*+ ☐☐☐☐☐☐☐☐
- Profession:_____ ☐☐☐☐☐☐☐☐

ACADEMIC & TECHNICAL
- Investigation ☐☐☐☐☐☐☐☐
- Aetheric Theory* ☐☐☐☐☐☐☐☐
- Attunement ☐☐☐☐☐☐☐☐
- Medicine* ☐☐☐☐☐☐☐☐
- Alchemy*+ ☐☐☐☐☐☐☐☐
- Engineering* ☐☐☐☐☐☐☐☐
- Lore (Ancient History) ☐☐☐☐☐☐☐☐
- Lore (Geopolitics) ☐☐☐☐☐☐☐☐
- Lore (Zoology) ☐☐☐☐☐☐☐☐
- Lore (Nature) ☐☐☐☐☐☐☐☐
- Lore (Geography) ☐☐☐☐☐☐☐☐
- Lore (Occult) ☐☐☐☐☐☐☐☐

SOCIAL & INFLUENCE
- Persuasion ☐☐☐☐☐☐☐☐
- Command ☐☐☐☐☐☐☐☐
- Deception ☐☐☐☐☐☐☐☐
- Intimidation ☐☐☐☐☐☐☐☐
- Insight ☐☐☐☐☐☐☐☐
- Performance ☐☐☐☐☐☐☐☐
- Read & Write* ☐☐☐☐☐☐☐☐
- Linguistics* ☐☐☐☐☐☐☐☐

* cannot be used untrained + requires proper tools fill one box per Rank (cap 6; shaded boxes only when an effect raises a Rank past the cap)

DARKWORLD

CHARACTER NAME

PLAYER

Background & Appearance

Inventory & Gear

ITEM	WT	ITEM	WT

TOTAL WEIGHT CARRIED (WORN ARMOR COUNTS)

Armor & Shield

DR

ARMOR (LIGHT / MEDIUM / HEAVY)

FIELD REPAIRS ☐ ☐ DR LOST

BONUS

SHIELD

Wealth

COINS BITS

4 Bits = 1 Coin. Party Ledger share:

Advancement

AP EARNED

AP SPENT

AP UNSPENT

Languages

COMMON SPEAK

NATIVE TONGUE

LINGUISTICS

Conditions & Notes