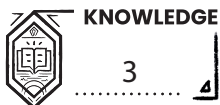


BIOMA

NAME Erika AGE 28
 PLACE OF BIRTH Bearer
 ETHNICITY Chant Weaver
 ETHNIC TRAIT Songcrafter of the New World:
When you perform a Mind related check using at
least one Resource die, one of those is considered a Safety die.



KNOWLEDGE

3

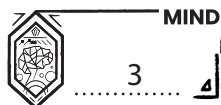
- ANIMALS ☐
- BIOLOGY ☐
- ETHNICITY ☐
- TERRAIN ☐



STRENGTH

4

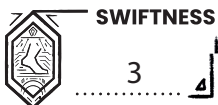
- COMPULSION ☐
- INTIMIDATION ☐
- SUBSTANCE RES. ☐
- TOUGHNESS ☐



MIND

3

- TRADE ☐
- CRAFTING ☐
- ORIENTEERING ☐
- SENSE ☐



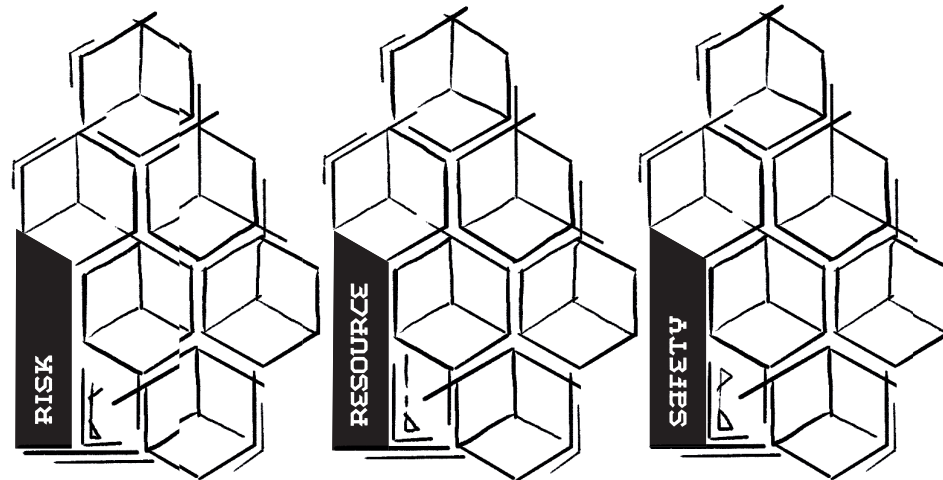
SWIFTNESS

3

- ACROBATICS ☐
- DRIVE ☐
- CRAFTINESS ☐
- STEALTH ☐

BODY PART	- ARMOR -	DAMAGE	- HEAT -
HEAD		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
LEFT ARM	Quillsloth Hide	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2
RIGHT ARM	Quillsloth Hide	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2
TORSO	Quillsloth Hide	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2
LEFT LEG	Quillsloth Hide	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2
RIGHT LEG	Quillsloth Hide	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2
CLOTHING	Hunting Clothes		4
			14

If this is a positive value, the character is well covered but will suffer in hot environments.
 This value is obtained by adding up all Heat values of your clothing and Armor.



SURVIVAL

THIRST ☐ X3 =

HUNGER ☐ X2 =

SLEEP ☐ X1 =

FATIGUE + HARSHIPS = ATTRITION

MAX 10

0 + NEGLIGIBLE + 3 + LIGHT + 6 + HINDERING + 8 + DELIRIOUS + 12 + DEADLY + 15

BAG

WEAPON	SLOT	ITEM	SLOT	ITEM	SLOT
Bone Dagger	1				

CARRIED SLOTS 1

MAXIMUM SLOTS 20

WEAPON

NAME	RANGE	DAMAGE	MAGAZINE	RELOAD	ENCUMB.
Bone Dagger	Melee	2	<input type="checkbox"/>	<input type="checkbox"/>	2
			<input type="checkbox"/>	<input type="checkbox"/>	
			<input type="checkbox"/>	<input type="checkbox"/>	

PATHS

Ability Name	- DESCRIPTION -	Ability Name	- DESCRIPTION -
War Chant	Once per Combat, before rolling the dice to perform an attack, you can perform a battle-cry (Intimidation check). If the check is successful, the attack has +1 to successes.		