

abilities	scores	modifiers	-- defenses --		
strength			class	misc	total
fortitude			hit points		
dexterity			Armor	10+	
intellect			Reflex	10+	
awareness			Mettle	10+	
willpower			Resolve	10+	

Add your Fortitude score to the base hit points of your class.

hit points	current
	move rate healing factor

weapons*	type	damage	erosion
primary			
alternate			
support			
reserve			

*Move action to switch between weapons during combat.

consequences	penalty*
6 -- Normal	+0
5 -- Distracted	-1
4 -- Frightened	-2
3 -- Stunned	-5
2 -- Impaired	-10
1 -- Unconscious	n/a

-- dying & death --	
mercy or grace	2d6
knocked down	12
-1 consequences	9, 10, 11
-2 consequences	6, 7, 8
-3 consequences	3, 4, 5
instant death	2

*Penalty from consequences applies to d20 rolls. must be frightened (3-4) to do harm; must be impaired (2) to kill.

obligations				
Destiny Agency				
Hestia Demeter Hera Hades Poseidon				
archmage	countess	demilich	emperor	great wurm
high druid	matriarch	priestess	stranger	warlord

name	
race	male female
class	level
trade	

trade secret

relationships -- Perks*			
recover consequences			3-star
recover hit points			2-star
assist checks			1-star

*Perks are cumulative; 3-star relationships grant all three perks. **relationships** -- self, partner, family, friends, fellows, others.

skill training -- Perks*					
4-star					always roll d12 despite current party gear
3-star					roll twice and use either result
2-star					apply synergy bonus
1-star					

*Perks are cumulative; 4-star skills benefit from all three perks. **skill list** -- break, charm, coerce, detect, discern, effort, escape, focus, logic, lore, sneak, speed.