

Name:
Race:
Age:
Height:
Appearance:
Past:

Attributes	
Body	
Senses	
Mind	
Willpower	
Faith	
Magic	
Science	
Life points	
Evade	
Toughness	

[illegible]

Skills		
Body	Athletics	
	Brawl	
	Dodge	
	Speed	
	Stealing	
	Stealth	
Senses	Animal handling	
	Perception	
	Performance	
	Survival	
Mind	Common knowledge	
	Cultures*	
	Machines*	
	Persuasion	
	Valuation*	
Willpower	Bravery	
	Decay resistance	
	Magic resistance	
	Pain resistance	

Weapon	
Damage without a weapon	

[illegible]

Rules

— Basic check —

$D10 + \text{Attribute} + \text{Skill} + \text{Bonuses}$

— Damage dealt —

$D10 + \text{Body/Senses} + \text{Bonuses}$

— Damage received —

$\text{Damage} - \text{Body} - \text{Toughness} - \text{Bonuses}$

— Delayed action —

Players can delay their action to act in enemies' turn. Before intruputing they make opposing Speed check and if failed they lose priority of action. Otherwise action takes place as normal but in enemies' turn.

— Consciousness check —

When Life points fall bellow 0 player recives 1 Fatigue point and rolls $D10 + \text{Willpower} + \text{Pain resistance}$ on difficulty 5 + Life points bellow 0 to stay conscious.

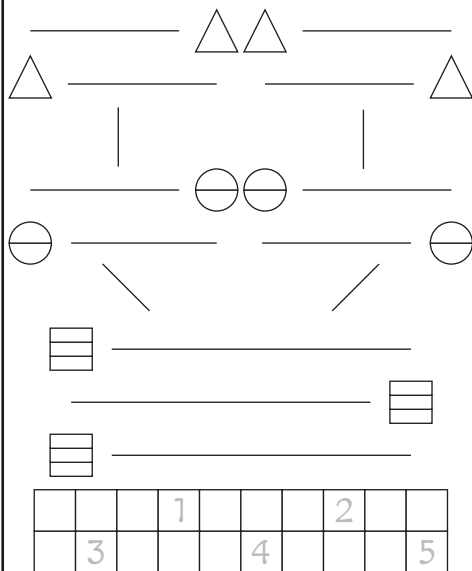
— Combined action —

Players can combine their action to receive Skill bonus of the player with the highest bonus.

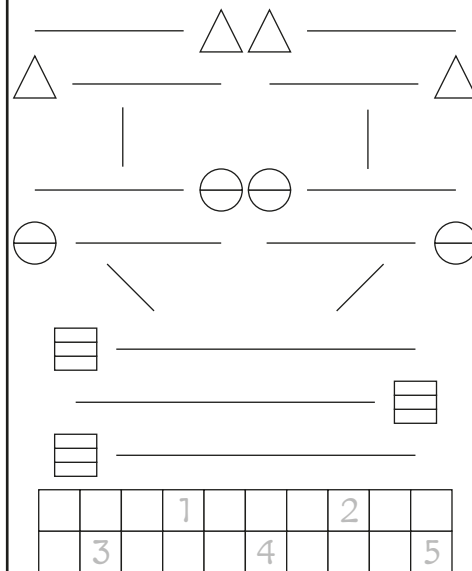
— Aimed attack —

Aimed attacks are declared in players turn and are executed after enemies turn with bonus of +3 to attack.

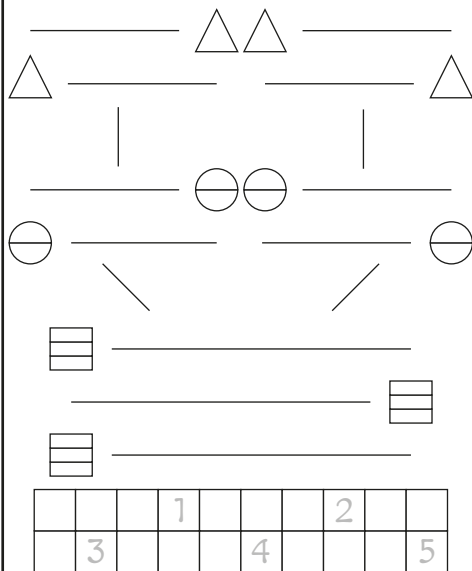
Development tree



Race development tree



Development tree



Exeperience

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Breakthrough

○	○	○	○	○	○	○	○	○	○
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Notes