CHARACTER NAME:_____

(Experience Point Cost for Raising a Main Stat) = (d10 Level Being Raised To)

WHITE
SAGACITY

WIND   WATER

AGILITY   STRENGTH

VITALITY   ACUMEN

EARTH   FIRE

ALLUR
BLACK

ANTECEDENCE
(Sagacity d10 level)

ACTIONS
(Agility d10 level)

STRENGTH
BONUS D10
(Every two strength
d10 levels)

HEALTH BOX	D10 PENALTY
Vitality X3	
	None
	None
	None
	-1d10
	-2d10 (Mortal)
	-3d10
	Incapacitated
	Dead

EXP SAVED   EXP SPENT

_____   _____
Main Stat   Main Stat

SPECIAL ABILITY DAMAGE BONUS
(Every 2 d10 Levels)

SKILLS	EXP	BONUS (EXP X 2)
ATHLETICS		
ARTIFICIATE:		
BATTLE		
EXPLORITORY		
JUMP/ BALANCE		
KNOWLEDGE:		
MEDITATION		
PILOT		
RHETORIC		
SECURITY		
SUBTERFUGE		

(1 EXP for 2 Skill Bonus)

SPECIAL ABILITY D10 LEVEL

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WEAPONS

ATTACK ROLL: (Agility or Strength d10 + Battle Skill)
DAMAGE: (Dimension + Strength Bonus)

WEAPON	DAMAGE
SHORT (SMALL)	2d10
STANDARD	3d10
EXTRA LONG (L)	4d10
TITANIC (XL)	5d10

ARMOR

ARMOR WEIGHT:_____   ARMOR D10 LEVEL:_____
DEFENSE ROLL: (Agility d10 + Shield Defense Bonus + Battle Skill)

SHIELD HEALTH BOX
(Shield Durability x5)
/

(Current Health/Max Health)

_____
Shield Weight

ARMOR WEIGHT	ARMOR D10
LIGHT	1d10
MEDIUM	2d10
HEAVY	3d10

SHIELD WEIGHT	SHIELD DURABILITY	DEFENSE BONUS
LIGHT	4d10	+1d10
MEDIUM	6d10	+2d10
HEAVY	12d10	+3d10

WEAPONS

DIMENSION	DAMAGE	EXP	
Short (S)	2d10	1	☐
Standard (M)	3d10	2	☐
Extra Long (L)	4d10	3	☐
Titanic (XL)	5d10	4	☐

STYLE	EXP	
Single Hand	1	☐
Dual Wield	4	☐
Two Handed	2	☐
Throwing (R)	1	☐
Tethered	1	☐
Vehicle M.	2	☐

CLASS	EXP	
Axe	2	☐
Blunt	2	☐
Bow (R)	2	☐
Crossbow (R)	2	☐
Exotic	2	☐
Explosive	3	☐
Flail	2	☐
Gun (R)	3	☐
Knife	2	☐
Scythe	2	☐
Spear	2	☐
Spray (R)	1	☐
Sword	2	☐

AMMO

TYPE	ARROWS	BULLETS
Basic	+1d10	+3d10
Armor Piercing	+1d10	+3d10
Flesh Piercing	+2d10	+4d10

WEAPON PROFICIENCY PENALTIES

WEAPON PROFICIENCY	PENALTIES TO ATTACK D10
Dimension	-2d10
Style	-2d10
Classification	-2d10

MAIN SATISTIC USED

DIMENSION	MAIN STAT USED
Short	Agility
Standard	Agility or Strength
Extra long	Strength
Titanic	Strength
Unarmed	Agility or Strength

STRENGTH REQUIRED

DIMENSION	STRENGTH REQUIREMENTS
Short	1d10
Standard	2d10
Extra Long	2d10
Titanic	4d10

PENALTIES

The strength requirement of the weapon, minus the player's current strength.

Example:
(4d10 Titanic) - (1d10 PC Str) = -3d10 Penalty

NOTE:
- Crossbows receive +1d10 Damage
- Explosives receive +5d10 Damage
- Two Handed Proficiency doubles the player's strength d10 Damage Bonus
- Players must purchase the Single Handed Proficiency before they may purchase the Dual Wield Proficiency
- Every 2d10 of Agility gives the player one free Attack Action per combat turn with his offhand weapon.

EQUIPMENT

MONIES:

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VEHICLES

DIMENSION	EXP	
Small (1H)	0	☐
Medium (2H)	0	☐
Large (3H)	1	☐
Titanic (4H)	2	☐

TERRAIN	EXP	
Land	1	☐
Sea	2	☐
Air/Space	2	☐

LOCOMOTION	EXP	
Wheeled	1	☐
Hover	2	☐
Jet	2	☐
Propeller	1	☐
Wind	1	☐
Beast	1	☐
Mechanized	2	☐

VEHICLE PROFICIENCY

PROFICIENCY	PENALTY D10
Dimension	-1d10
Terrain	-1d10
Locomotion	-1d10

VEHICLE HEALTH

VEHICLE HEALTH	VEHICLE PENALTY
Size Health + Fort d10	
	None
	None
	-1d10
	-2d10 (Mortal)
	-3d10
	Busted

BLITZ:_____   FORT:_____

_____
_____
_____
_____
_____

ARMOR

ARMOR WEIGHT

WEIGHT	ARMOR D10 LVL	EXP.	PROF. PENALTY	
Light	1d10	0	None	☐
Medium	2d10	2	-1d10	☐
Heavy	3d10	4	-2d10	☐

SHIELD WEIGHT

SHIELD WEIGHT	SHIELD DURABILITY	DEFENSE BONUS	PROFICIENCY PENALTY
Light	4d10	+1d10	None
Medium	6d10	+2d10	-1d10
Heavy	8d10	+3d10	-2d10

MISCELLANIOUS STATISTICS AND SCORE BOXES

○ _____

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DAMAGE

STEP 1: ROLL ANTECEDENCE
Players: Sagacity d10 Level
Monsters: Number of PCs in Combat

STEP 2: ACTIONS
Players: Agility d10 Level
Monsters: (# of Monsters + # of PCs)

STEP 3: END TURN

ACTIONS

MOVE: VARIES
The player moves a certain distance

ATTACK: 1 ACTION
(Str or Agl + Battle Skill)
Player attacks target

DEFEND: 0 OR 1 ACTION WITH SHIELD
(Agl + Shield + Battle Skill)
Player avoids, blocks, or neutralizes an attack on him.
Player must spend 1 Action to use a shield and gain
the shields Defense Bonus.

FOCUS: VARIES
+1d10 Bonus to Atk, Dmg, and Def rolls.
Max Bonus equal to main stat being rolled.

PARRY/DEFLECT/DISARM: 1 OR 2 ACTIONS
PC makes Atk roll instead of Def roll to neutralize an Atk.
To Disarm, Player & Target perform Atk rolls, the player
ignores largest die. If player wins, target drops weapon.
If player rolls 15 pts higher he takes the weapon.

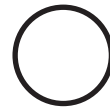# PET/VEHICLE/MISCELLANIOUS SCORE BOXES

_____

BLITZ:_____ FORT:_____

PET EXP SPENT:_____
SAVED: _____

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BLITZ:_____ FORT:_____

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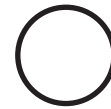_____
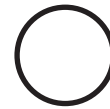
○ PET ACTIONS (Add Blitz and Fort then divide by 2) ○ BLITZ DAMAGE BONUS (Every two levels, does not apply to special abilities) ○ PET ACTIONS (Add Blitz and Fort then divide by 2) ○ BLITZ DAMAGE BONUS (Every two levels, does not apply to special abilities)

WAIT: 1 ACTION
Player anticipates and prepares an action in response to a future
event i.e. hitting the next person to come around the corner. PC
gains a +1d10 bonus for that action.

If future event does not occur, the PC doesn't
perform his action and loses it.

COUNTER: 1 OR 2 ACTIONS
A responsive action to an occurrence in combat. Players
may spend 2 actions to try and perform his action first.
Player rolls against target to see if his action is successfully
performed first, or it occurs simultaneously.
(Sagacity of PC vs. target Monster Blitz or rival PC's Agility).

TARGET EFFECT (DETERMINED BY GM)
Player causes some special effect to come about with an
ark. GM determines difficulty and player rolls.
Alternative rules: (Monster Blitz + Fort) X 4 = Difficulty for
target effect.

TACTICAL TEAMWORK BONUS
Players gain either a +1d10, +2d10, or +3d10 bonus depend-
ing on special combat circumstances in their favor. Also
applies to monsters.