The Embers of Pyre™

Player:

Narrator:

Character:

Race: | Gender:

Age: | Height:

Hair: | Weight:

Eyes: | Birthplace:

Hand: | Birthdate:

BG Card: | Patron:

Health - 8 Limbs

	Head	Body	L.Arm	R.Arm	LF.Leg	RF.Leg	LM.Leg	RM.Leg	LR.Leg	RR.Leg

CAP PEN

Lethal

Head

Nonlethal

GONE

DELAY

Size:

DTR:

ACTIVE:

REACTIVE:

SPEED:

LIFT:

MAXLOAD:

LOAD:

FATIGUE:

PEN RATE:

PEN:

Stats

STRENGTH:

ENDURANCE:

CONSTITUTION:

REFLEXES:

COORDINATION:

MANIPULATION:

LOOKS:

REASON:

KNOWLEDGE:

RESOLVE:

INSIGHT:

PERSONALITY:

LUCK:

FAITH:

PASSIVE DODGE:

ACTIVE DODGE:

PERCEPTION:

INITIATIVE:

Backgrounds

Weaknesses

ENERGY:

Spend:

EXP

Cards

Total:

Tactical Skill

Tactical Skill	Roll	Active	Reactive
Close Combat			
Ranged Combat			

Weapon	Size	Hands	Roll	Damage	TR	Type	Heft	ER	MR	ROF	Ammo

Armor

Type: | TR: | AR: | EFF: E P B S

Cov: | DC:

Burden:

Abilities and Racial Traits

Hit Location

Main (d%): | **Penalty**
1-6 = Head | -3
7-12 = Left Arm | -2
13-18 = Right Arm | -2
19-24 = Left Front Leg | -2
25-30 = Right Front Leg | -2
31-36 = Left Middle Leg | -2
37-42 = Right Middle Leg | -2
43-48 = Left Rear Leg | -2
49-54 = Right Rear Leg | -2
55-00 = Body (95-00 = Tail) -1 (-2)

Head hits (1d12):
1-5 = no unusual effect
6-7 = jaw (-1, can't chew or speak)
8-9 = mouth (-1, lose 1d4-1 teeth)
10 = nose (-1, bleeding or broken)
11 = ear (-2, deafened / stunned)
12 = eye (-2, blinded / bruised)

Faith: HDL[PER]+RES • Passive Dodge: LUC+5-size • Active Dodge: HDL[REF]+COO-size • Perception: HDL[LUC]+INS • Initiative: HDL[REF]+REA • Health (Lethal): (CON+DTR)x2 (Head x.75) • Health (Nonlethal): (END+DTR)x3 • Lethal PEN: END÷2 (Head-1) • Nonlethal PEN: RES • GONE: CON • Delay (Active): 10-[(REF+REA)÷4] • Delay (Reactive): Active÷2 • Speed: [(STR+REF+COO)÷3]+(height x2) • Lift: (STR) • Max Load: ENDx10% of Lift • Fatigue PEN rate: END • Energy: ENDxRES • SKP: (REA+KNO+RES)x5 • Damage: HDL[STR+size]

Native Language:

Equipment

Spells, etc.	
Chaos/Warlock Points:	±: 1/100; RES DIF: Grade + pen

Money, Valuables

☀:   Gems, etc.:

☾:

🔥:

1☀ = 20☾ = 200🔥; 1☾ = 10🔥

Skill	Stat	RTG	Roll	Skill	Stat	RTG	Roll