

# Fortress

at the edge of the realm

Name \_\_\_\_\_ Player \_\_\_\_\_

Profession \_\_\_\_\_ Age \_\_\_\_\_ Sex \_\_\_\_\_

Deities \_\_\_\_\_ Ethnicity \_\_\_\_\_

### Attributes

2d6+6 3d6

<input type="text"/> Dexterity	<input type="text"/> Intelligence
<input type="text"/> Strength	<input type="text"/> Wisdom
<input type="text"/> Constitution	<input type="text"/> Charisma

3: 0 | 4-5: 1 | 6-8: 2 | 9-12: 3 | 13-15: 4 | 16-17: 5 | 18: 6

### Portrait

### Skills

Hit Dice  
○○○○○○  
Bonus to All

<input type="text"/> Awareness ○○○○○○ <small>Wis</small>	<input type="text"/> Erudition ○○○○○○ <small>Int</small>
<input type="text"/> Bushcraft ○○○○○○ <small>Wis</small>	<input type="text"/> Investigation ○○○○○○ <small>Int</small>
<input type="text"/> Brute Force ○○○○○○ <small>Str</small>	<input type="text"/> Medicine ○○○○○○ <small>Wis</small>
<input type="text"/> Chant ○○○○○○ <small>Wis</small>	<input type="text"/> Sorcery ○○○○○○ <small>Int</small>
<input type="text"/> Charm ○○○○○○ <small>Cha</small>	<input type="text"/> Will ○○○○○○ <small>Wis</small>
<input type="text"/> Endurance ○○○○○○ <small>Con</small>	<input type="text"/> ○○○○○○
<input type="text"/> ○○○○○○	<input type="text"/> ○○○○○○

<input type="text"/> Acrobatics ○○○○○○ <small>Dex</small>	<input type="text"/> Stealth ○○○○○○ <small>Dex</small>
<input type="text"/> Sleight of Hand ○○○○○○ <small>Dex</small>	<input type="text"/> Tinkering ○○○○○○ <small>Dex</small>

Ignore dexterity when Encumbered

<p>Fatigue</p> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <p style="font-size: x-small;">-1   -3   -6   -10   Inoper.</p> <p style="font-size: x-small;">Penalty to all</p>	<p>Travel</p> <p style="font-size: x-small;"><b>Endurance test on</b> - failed bushcraft - third leg onward <b>Test is difficult(24) if</b> <b>movement 30 or less</b></p>
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### Reputation

 Chaotic <span style="margin-left: 50px;">Lawful</span>	 Selfish <span style="margin-left: 50px;">Selfless</span>
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### Combat

<div style="border: 1px dashed black; padding: 5px;"> <p style="font-size: x-small;">Agile</p> <input type="text"/>    <p style="font-size: x-small;">Damage Bonus</p> </div>	<div style="border: 1px dashed black; padding: 5px;"> <p style="font-size: x-small;">Brutal</p> <input type="text"/>    <p style="font-size: x-small;">AC</p> </div>	<p style="font-size: x-small;"><b>Successful initiative</b> Agile: Attack twice Brutal: Fight &amp; damage +2 Stealth: Attack unaware</p> <p style="font-size: x-small;"><b>Against unaware:</b> Eliminate: Damage bonus d6 Knock out: Hit head Subdue: Threaten throat Attack twice: Standard damage</p> <p style="font-size: x-small;"><b>Defensive Fighting</b> Attack -4, Defense +4</p>
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### Weapons

	Damage	Range
	Weapon+Bonus	S / M-2 / L-4
Dagger	1d4	10' / 20' / 30'

### Hit Points

<input type="text"/> Max	<input type="text"/> Current
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