



# Character Sheet

Name:

Player:

Creature Type:

Alignment:

Key characteristics:

Equipment:   
**Rings:**

Skills:

Traits:

Notes:

Stats:

Stamina:      Decisiveness:  
 Cha:            Acc:      Dex:  
 Fin:            Pre:      Men:



# GM reference

## Difficulty

- 3 Very easy.
- 4-5 Average.
- 6-7 Tough.
- 8-9 Difficult.
- 10-11 Complex.
- 12 Nigh-impossible.

## Ability

- 2 highest appropriate core stats from available characters
- +2 per skill (up 2 skills)
- +1 per additional information
- +1 per subsequent attempt
- +/- your modifiers

## Success

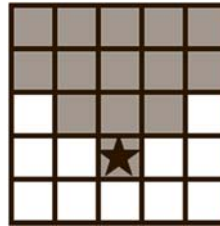
| Difficulty: | 3  | 4-5  | 6-7  | 8-9    | 10-11  | 12  |
|-------------|----|------|------|--------|--------|-----|
| Outcome:    |    |      |      |        |        |     |
| No, and...  | 0  | 1/2  | 3/4  | 5/6    | 7/8    | 9   |
| No.         | 1  | 2/3  | 4/5  | 6/7    | 8/9    | 10  |
| No, but...  | 2  | 3/4  | 5/6  | 7/8    | 9/10   | 11  |
| Yes, but... | 3  | 4/5  | 6/7  | 8/9    | 10/11  | 12  |
| Yes.        | 4  | 5/6  | 7/8  | 9/10   | 11/12  | 13  |
| Yes, and... | 5+ | 6/7+ | 8/9+ | 10/11+ | 12/13+ | 14+ |

## Frame of reference

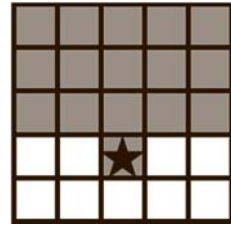
- Single walk move-10 metres
- Sprint- 30 metres
- Single climb action- 2 metres vertically
- Whispering distance- 1/2 metre
- Speaking distance- 3 metres
- Shouting distance- 8 metres
- Content- one question/item of info
- Interaction- a single operation

## Tunnel perception

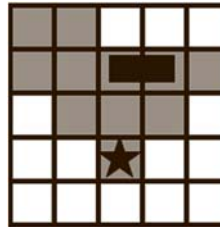
### Field of vision



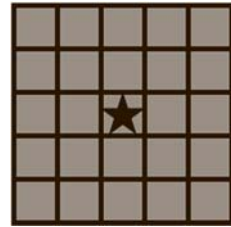
### Peripherals



### Blocked line of sight



### Perception range



## Light levels

- 1: Very bright (window or wide shaft allowing natural light in)
- 2: Bright (a decent lantern or arcane glow)
- 3: Moderate (a log fire or fiercely burning brand)
- 4: Dim (a smoky, guttering torch)
- 5: Very dim (a single, cheap candle)

## Doors

- Timber: endurance 7
- Reinforced: endurance 9
- Metal: endurance 12,
- Stone door: unbreakable.
- Standard: interact to open or close
- Secret: must be found before opening
- Locked: opened with the correct object

