

Decisiveness

Stamina

Wisdom

Perception

Courage

Agility

Strength

Endurance

Proficiencies

Equipment

Class

Traits

Weapon Effects

Grapple

Ranged

Path

Node

Dir.

Notes



H	X	→
↘	←	↗
X	H	X
H	X	→
↘	←	↗
X	→	↘
H	X	→
↘	←	↗
X	←	↗
H	X	→
↘	←	↗
X	X	X

 Head 1 <table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>					 Torso 1 <table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>					 Arms 1 <table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>					 Legs 1 <table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>																				
																																			
																																			
																																			
																																			
																																			
																																			
																																			
																																			
Cannot act next round 3 <table border="1"><tr><td></td><td></td></tr><tr><td>-1 Per 1 Dam</td><td></td></tr><tr><td></td><td></td></tr><tr><td>-1 Wis -1 Dec</td><td></td></tr></table>			-1 Per 1 Dam				-1 Wis -1 Dec		-2 Sta until next rest 3 <table border="1"><tr><td></td><td></td></tr><tr><td>-1 Cou 1 Dam</td><td></td></tr><tr><td></td><td></td></tr><tr><td>-1 Cou -1 Cou</td><td></td></tr></table>			-1 Cou 1 Dam				-1 Cou -1 Cou		Drop anything carried 3 <table border="1"><tr><td></td><td></td></tr><tr><td>-1 Str 1 Dam</td><td></td></tr><tr><td></td><td></td></tr><tr><td>-1 Str -1 Str</td><td></td></tr></table>			-1 Str 1 Dam				-1 Str -1 Str		Must get up next action 3 <table border="1"><tr><td></td><td></td></tr><tr><td>-1 Agi 1 Dam</td><td></td></tr><tr><td></td><td></td></tr><tr><td>-1 Agi -1 Agi</td><td></td></tr></table>			-1 Agi 1 Dam				-1 Agi -1 Agi	
																																			
-1 Per 1 Dam																																			
																																			
-1 Wis -1 Dec																																			
																																			
-1 Cou 1 Dam																																			
																																			
-1 Cou -1 Cou																																			
																																			
-1 Str 1 Dam																																			
																																			
-1 Str -1 Str																																			
																																			
-1 Agi 1 Dam																																			
																																			
-1 Agi -1 Agi																																			