

Name	Côr D'Wardal	Player		
Hair Colour		Age	17	
Eye Colour		Religion		
Skin Colour		Reputation	+2	
Handedness		Wealth	+5	
Languages	Common			Gender
Description				
Personality				

EQUIPMENT CARRIED		OTHER POSSESSIONS	
Mithrial Chain Shirt		MW "Tools"	750 in Gems 64 Au 7 Ag
Gloves of Arrow Snatching		Entertainers Outfit	
Cross Bow of Shocking		Explorers Outfit	
6 Trap finding balls		Potion of Sneakin'	
Dagger		2 Tangle Foot balls	
4 Throwing Daggers		Fine lock parts DC 20	
40 bolts		Fine lock parts DC 25	
Backpack		Hydra Mechanical Parts	
Caltrops		Flask of Acid	
30' Chain with silk cord		Falck of Alchemist's Fire	
Crowbar		Black Crystal to Inverted Pyramid	
Hammer			
4 pinions			
2 belt pouches			

BRUISED	DAZED	STAGGERED	UNCONSCIOUS
□□□□□□□□□□□□	□□□□□□□□□□□□	□	□
Toughness Penalties:	Toughness Penalties:	Toughness Penalties:	Toughness Penalties:
-1 Penalty on further saves against Non-Lethal Damage	-1 Penalty on further saves against Non-Lethal Damage	None	None
Effects of Condition:	Effects of Condition:	Effects of Condition:	Effects of Condition:
None	Lose one full-round action after suffering a dazed result; take no actions, but retain your normal Defense.	Stunned! for one round after being wounded. Take no actions, lose your dodge bonus and have a -2 penalty to Defense. The following rounds, take only a standard or move action, until staggered is cured.	An unconscious character has been knocked out and is helpless.

Fail by 0 - 4	Fail by 5 - 9	Fail by 10 - 14	Fail by 15+
HURT	WOUNDED	DISABLED	DYING
□□□□□□□□□□□□	□□□□□□□□□□□□	□	□
Collateral Damage:	Collateral Damage:	Collateral Damage:	Collateral Damage:
In addition to the Hurt Condition, mark down a Bruised condition.	In addition to the Wounded condition, mark down a Dazed condition.	In addition to the Disabled condition, mark down the Staggered condition, or Unconscious if Staggered is already checked.	In addition to the Dying condition, mark down the Unconscious condition.
Toughness Penalties:	Toughness Penalties:	Toughness Penalties:	Toughness Penalties:
-1 Penalty on further saves against Lethal Damage	-1 Penalty on further saves against Lethal Damage	None	None
Effects of Condition:	Effects of Condition:	Effects of Condition:	Effects of Condition:
None	Shaken! -2 penalty to all checks until healed. Stunned! for one round after being Wounded	Disabled characters are badly injured. If a disabled character takes a standard action, he falls unconscious and begins dying on the following round.	Dying characters have to make a Constitution check (Difficulty 10) at the beginning of each round. On a failed check, the character dies. On a successful check, the character lives for another round.