


CONVICTION		FATIGUE								
□□□□□□		WIUNDED <input type="checkbox"/>	FATIGUED <input type="checkbox"/>	EXHAUSTED <input type="checkbox"/>						
Name	Otto von Liebnitz	Player	Jerome Comeau							
Hair Colour	Brown	Age	27							
Eye Colour	Brown	Religion	Agnostic							
Skin Colour	Pale	Reputation	+4							
Handedness	Left	Wealth	+8							
Languages	Common, Dwarven, Gnomish, Orcish, Elven, Draconic, Old Proustian, Westron, Palastiani, Abyssal						Gender	Male		
Description	A moderate-height pale human with blond hair and a blonde mustache, his cadaverous pallour is offset by his animated voice and eyes.									
Personality										

EQUIPMENT CARRIED		OTHER POSSESSIONS	
Quall's Feather Token – Tree	Rental Lockbox (1 yr) at Banker's Guild	1 4 th lvl companion	
Pan Pipes of Haunting	6 shares of BG Bank (in lockbox)	8 1 st lvl followers	
Chime of Interruption	100 crowns in BGB certificates (in lockbox)		
Masterwork Mandolin	IOU: Party Funds – 1600 Gold Crowns		
Masterwork Dragon Pistol	Potion Atomizer		
Ring of Protection +1 (worn)	2 Potions of Awakening		
Imperial Dragon Pistol (equipped)	4 Potions of Neutralization		
Bag of Chaos Dust	1 Oil of Beauty		
2 Scrolls of Magic Stone	1 Chaositech Explosive		
2 Potions of Cure Potion (10 th level)			
4 Jars of Marvelous Pigments			
40 Gold Crown			
1 Potion of Remove Paralysis			

BRUISED	DAZED	STAGGERED	UNCONSCIOUS
□□□□□□□□□□	□□□□□□□□□□	<input type="checkbox"/>	<input type="checkbox"/>
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
□□□□□□□□□□	□□□□□□□□□□	<input type="checkbox"/>	<input type="checkbox"/>
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:
			Dying characters have to make a