

LEG1001SW



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The Hunt

CRITICAL HIT

MERIDIAN

NAME: Arik of Aranthea
 XP: _____ RANK: Novice
 RACE: Human
 DESCRIPTION: _____



-2 CHARISMA **6** PACE **6** PARRY **8** TOUGHNESS

○ ● ○ ○ ○	▲ 4	■ 6	▤ 8	◆ 10	◇ 12	AGILITY
○ ● ○ ○ ○	▲ 4	■ 6	▤ 8	◆ 10	◇ 12	SMARTS
● ○ ○ ○ ○	▲ 4	■ 6	▤ 8	◆ 10	◇ 12	SPIRIT
○ ● ○ ○ ○	▲ 4	■ 6	▤ 8	◆ 10	◇ 12	STRENGTH
○ ○ ● ○ ○	▲ 4	■ 6	▤ 8	◆ 10	◇ 12	VIGOR

HINDRANCES: Arrogant, Loyal, Mean

EDGES: Alertness

Brawny

Quick

Skills

○ ○ ● ○ ○	▲ 6	■ 8	▤ 10	◆ 12	Fighting
● ○ ○ ○ ○	▲ 6	■ 8	▤ 10	◆ 12	Gambling
○ ○ ○ ○ ○	▲ 6	■ 8	▤ 10	◆ 12	Guts
○ ● ○ ○ ○	▲ 6	■ 8	▤ 10	◆ 12	Notice
○ ○ ○ ○ ○	▲ 6	■ 8	▤ 10	◆ 12	Persuasion
○ ● ○ ○ ○	▲ 6	■ 8	▤ 10	◆ 12	Shooting
○ ○ ○ ○ ○	▲ 6	■ 8	▤ 10	◆ 12	Stealth
○ ○ ○ ○ ○	▲ 6	■ 8	▤ 10	◆ 12	Survival
○ ● ○ ○ ○	▲ 6	■ 8	▤ 10	◆ 12	Taunt
○ ○ ○ ○ ○	▲ 6	■ 8	▤ 10	◆ 12	_____

ARMOR

ARMOR TYPE:	AREA COVERED:	TN:	CST:	WT:
Leather armor				15

WEAPONS

WEAPON:	RANGE:	ROF:	DAM:	WT:
Dagger			(Str+1)	1
Long Sword			(Str+3)	8

POSSESSIONS

	LOCATION	WT:
Backpack		2
Bedroll		4
Blanket		4
Canteen		1
Flint and Steel		1
Trail Rations		5

SAVINGS 22 Gold
 TOTAL WEIGHT CARRIED: 41 lbs
 WEIGHT LIMIT: 48 lbs
 ENCUMBRANCE PENALTY:

SPELL BOOK

POWER:	SKILL:	DRAIN:	RANGE:	SPD:

WOUNDS! **FATIGUE!**

○ -1 ○ -2 ○ -3 + ○ -2 ○ -1

MERIDIAN

NAME: Herran Graibayn

XP: _____ RANK: Novice

RACE: Elf

DESCRIPTION: _____

Is owed 90 gold by Grimm Strongax

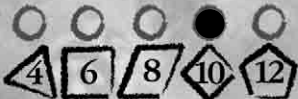


-2
CHARISMA

6
PACE

5
PARRY

6
TOUGHNESS



AGILITY



SMARTS



SPIRIT



STRENGTH



VIGOR

HINDRANCES: All Thumbs, Loyal, Overconfident, Outsider

EDGES: Low Light Vision

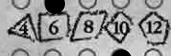
Quick Draw

Trademark Weapon (elf bow)

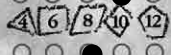
Skills



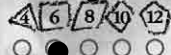
Fighting



Guts



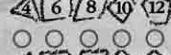
Shooting



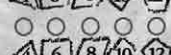
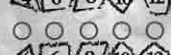
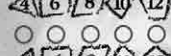
Stealth



Survival



Tracking



ARMOR

ARMOR TYPE:	AREA COVERED:	TN:	CST:	WT:
Leather armor				15

WEAPONS

WEAPON:	RANGE:	ROF:	DAM:	WT:
Dagger			Str+1	1
Elf Bow	30/60/120		2d6+2	5

POSSESSIONS

	LOCATION	WT:
50 Arrows		10
Backpack		2
Bedroll		4
Blanket		4
Canteen		1
Flint and Steel		1
Trail Rations		5

SAVINGS 7 Gold

TOTAL WEIGHT CARRIED: 48 lbs

WEIGHT LIMIT: 20 lbs

ENCUMBRANCE PENALTY: -1

SPELL BOOK

POWER:	SKILL:	DRAIN:	RANGE:	SPD:

WOUNDS! **FATIGUE!**

~1 ~2 ~3 + ~2 ~1

MERIDIAN

NAME: Darius Melbeán

XP: _____ RANK: Novice

RACE: _____

DESCRIPTION: _____

Is owed 120 gold by Grimm Strongax

POWER
15

0
CHARISMA

6
PACE

4
PARRY

5
TOUGHNESS

● ○ ○ ○ ○
▲ 4 6 8 10 12

AGILITY

○ ○ ○ ○ ● ○
▲ 4 6 8 10 12

SMARTS

○ ● ○ ○ ○ ○
▲ 4 6 8 10 12

SPIRIT

● ○ ○ ○ ○ ○
▲ 4 6 8 10 12

STRENGTH

○ ○ ● ○ ○ ○
▲ 4 6 8 10 12

VIGOR

HINDRANCES: Greedy, Poverty
Quirk (compulsive gambler)

EDGES: _____

Arcane Background: _____

Magic _____

Power Points _____

Skills

● ○ ○ ○ ○ ○
▲ 4 6 8 10 12

Fighting

○ ● ○ ○ ○ ○ ○
▲ 4 6 8 10 12

Gambling

○ ○ ● ○ ○ ○ ○
▲ 4 6 8 10 12

Guts

○ ○ ○ ● ○ ○ ○ ○
▲ 4 6 8 10 12

Intimidation

○ ● ○ ○ ○ ○ ○ ○
▲ 4 6 8 10 12

Knowledge (folklore)

○ ○ ○ ● ○ ○ ○ ○
▲ 4 6 8 10 12

Notice

○ ○ ○ ○ ● ○ ○ ○
▲ 4 6 8 10 12

Shooting

○ ○ ○ ○ ○ ● ○ ○
▲ 4 6 8 10 12

Spellcasting

● ○ ○ ○ ○ ○ ○ ○
▲ 4 6 8 10 12

Survival

ARMOR

ARMOR TYPE: _____ AREA COVERED: _____ TN: _____ CST: _____ WT: _____

WEAPONS

WEAPON: _____ RANGE: _____ ROF: _____ DAM: _____ WT: _____

Dagger _____ Str+1 _____ 1

POSSESSIONS

	LOCATION	WT.
Backpack		2
Bedroll		4
Blanket		4
Canteen		1
Flint and Steel		1
Trail Rations		5

SAVINGS 2

TOTAL WEIGHT CARRIED: 18 lbs

WEIGHT LIMIT: 20 lbs

ENCUMBRANCE PENALTY:

SPELL BOOK

POWER: _____ SKILL: _____ DRAIN: _____ RANGE: _____ SPD: _____

Armor _____

Bolt _____

Stun _____

WOUNDS! + FATIGUE!

○ -1 ○ -2 ○ -3 + ○ -2 ○ -1

MERIDIAN

NAME: Grimm Strongax
 XP: _____ RANK: _____
 RACE: Dwarf
 DESCRIPTION: _____

○ ○ ● ○ ○	AGILITY
△ 6 ▽ 8 ◇ 10 ▽	
● ○ ○ ○ ○	SMARTS
△ 6 ▽ 8 ◇ 10 ▽	
● ○ ○ ○ ○	SPIRIT
△ 6 ▽ 8 ◇ 10 ▽	
○ ○ ○ ● ○	STRENGTH
△ 6 ▽ 8 ◇ 10 ▽	
○ ● ○ ○ ○	VIGOR
△ 6 ▽ 8 ◇ 10 ▽	



-2	5	6	6
CHARISMA	PACE	PARRY	TOUGHNESS

Hindrances: Delusional (everyone is out to get him)
Heroic, Mean, Slow

Edges: Ambidextrous
Low Light Vision
Tough
Two-Fisted

Skills

○ ○ ● ○ ○	Fighting
△ 6 ▽ 8 ◇ 10 ▽	
○ ○ ● ○ ○	Guts
△ 6 ▽ 8 ◇ 10 ▽	
○ ○ ● ○ ○	Intimidation
△ 6 ▽ 8 ◇ 10 ▽	
● ○ ○ ○ ○	Notice
△ 6 ▽ 8 ◇ 10 ▽	
○ ○ ● ○ ○	Throwing
△ 6 ▽ 8 ◇ 10 ▽	
○ ○ ○ ○ ○	
△ 6 ▽ 8 ◇ 10 ▽	
○ ○ ○ ○ ○	
△ 6 ▽ 8 ◇ 10 ▽	
○ ○ ○ ○ ○	
△ 6 ▽ 8 ◇ 10 ▽	

ARMOR

ARMOR TYPE:	AREA COVERED:	TN:	EST:	WT:
Leather armor				15

WEAPONS

WEAPON:	RANGE:	ROF:	DAM:	WT:
2 axes			Str+2	4
2 throwing axes	3/6/12		Str+2	4

POSSESSIONS

	LOCATION	WT:
Backpack		2
Bedroll		4
Blanket		4
Canteen		1
Flint and Steel		1
Trail Rations		5
Notes - Owes Darius Melbeán 120 gold		
Owes Herran Graibayn 90 gold		

SAVINGS
 TOTAL WEIGHT CARRIED: 40 lbs
 WEIGHT LIMIT: 50 lbs
 ENCUMBRANCE PENALTY:

SPELL BOOK

POWER:	SKILL:	DRAIN:	RANGE:	SPD:

WOUNDS! + FATIGUE!

~1 ~2 ~3 + ~2 ~1

“In a tavern, you
meet a mysterious stranger
who tells you...”

TIRED OF THE SAME OLD STORY?

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