

# Black Wolf

Name \_\_\_\_\_ Age/Sex \_\_\_\_\_

Occupation \_\_\_\_\_ Cult \_\_\_\_\_

Place of Origin \_\_\_\_\_

Description

STR	<input type="text"/>	INT	<input type="text"/>
DEX	<input type="text"/>	PER	<input type="text"/>
CON	<input type="text"/>	WIL	<input type="text"/>
CHA	<input type="text"/>		

## Complications

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## Drama points

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## Mental stability

Note: Having half or less of your mental stability gives a penalty die to *all* rolls.

## Hit points

Note: Having half or less of your HP gives a penalty die to *physical* rolls.

## Skills

<input type="checkbox"/> Ambush (10%)	<input type="text"/>	<input type="checkbox"/> Natural World (10%)	<input type="text"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="text"/>
<input type="checkbox"/> Arts & Crafts	<input type="text"/>	<input type="checkbox"/> Navigate (20%)	<input type="text"/>	<input type="checkbox"/> Survival (10%)	<input type="text"/>
<input type="checkbox"/> Athletics (1/2 DEX)	<input type="text"/>	<input type="checkbox"/> Perform (10%)	<input type="text"/>	<input type="checkbox"/> Swim (20%)	<input type="text"/>
<input type="checkbox"/> Charm (10%)	<input type="text"/>	<input type="checkbox"/> Persuade (20%)	<input type="text"/>	<input type="checkbox"/> Track (10%)	<input type="text"/>
<input type="checkbox"/> First Aid (10%)	<input type="text"/>	<input type="checkbox"/> Pick Lock	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Hide (20%)	<input type="text"/>	<input type="checkbox"/> Psychology (10%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> History (10%)	<input type="text"/>	<input type="checkbox"/> Religion (10%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Intimidate (10%)	<input type="text"/>	<input type="checkbox"/> Ride (20%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>

## Combat skills

<input type="checkbox"/> Brawl (30%)	<input type="text"/>	<input type="checkbox"/> Two-hand weapons (15%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Short blades (20%)	<input type="text"/>	<input type="checkbox"/> Bows & crossbows (10%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Medium weapons (20%)	<input type="text"/>	<input type="checkbox"/> Thrown weapons (15%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>

## Combat reference

Weapon	Skill	Damage	Defense	
_____	<input type="text"/>	_____	<input type="checkbox"/> Dodge (1/2 DEX)	<input type="text"/>
_____	<input type="text"/>	_____	Armor name	Protection
_____	<input type="text"/>	_____	_____	_____
_____	<input type="text"/>	_____	_____	_____