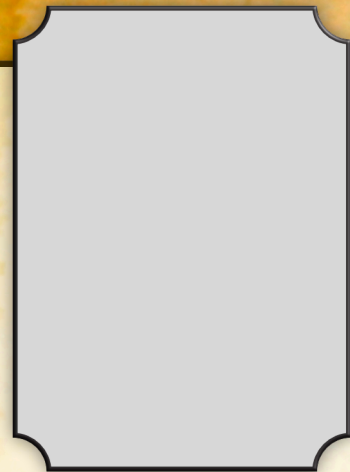


Spectres & Shadows
Character Sheet



Race
Gender
Age
Social Background

Name
Profession
Previous professions
Wealth track

Stat table with columns: Stat (CHA, DEX, INT, RES, SPI, VAL, STR, Move, Size, Life), Level 1, Level 2, Level 3, Level 4, Level 5, Heroic 6

Experience Points section with multiple horizontal lines for notes

Experience Points

Total earned
Available

Body map diagram with tables for: Head 1-15 (15%), Body 36-65 (25%), Left arm 16-25 (10%), Right arm 26-35 (10%), Left leg 66-85 (20%), Right leg 86-100 (20%), Defence-, Damage+, Encumbrance, CDEX, Weight, - To BA

Magic

Total Magic Points
Current Magic Points
Rare Ingredients
Very Rare Ingredients

Multiple horizontal lines for Magic section notes

Fear and Terror

Fear and Terror Track
Adventure Affliction
Permanent Afflictions



Basic skill name	Trained	Untrained	Untrained %	👍
Acrobatics	DEX			
Acting	CHA	CHA/2		
Ambidextrous	DEX			
Animal lore - *	INT	INT/5		
Animal training	CHA			
Astronomy	INT			
Casting Trick magic	INT			
Cartography	INT	INT/5		
Climbing	DEX	DEX/2		
Cooking	INT	INT/2		
Crafting - *	DEX			
Disguising	CHA	CHA/5		
Dungeon Lore	VAL			
Healing - *	INT			
Herbalism	INT			
Hiding - *	DEX	DEX/2		
History	INT			
Lip reading	SPI			
Listening	SPI	SPI/2		
Lock picking	DEX			
Magic language - *	SPI			
Magic sense	SPI			
Martial arts	DEX			
Mathematics	INT			
Mechanics	INT			
Meditating	RES			
Memorizing	INT	INT/2		
Music - *	DEX			
Pickpocketing	DEX	DEX/5		
Plant lore - *	INT	INT/5		
Read/Write - *	INT			
Religion	SPI			
Riding - *	DEX	DEX/5		
Sailing	RES			
Search (active)	INT	INT/2		
Shadowing	DEX	DEX/5		
Skinning	DEX			
Sneaking	DEX	DEX/2		
Socializing - *	CHA	CHA/2		
Spot (passive)	SPI	SPI/2		
Survival - *	RES	RES/5		
Swimming	RES			
Tracking	SPI			
Traps	INT			
Value	INT	INT/5		
Weapon - *				
Weather lore	SPI			

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## Quick Rules Reference

## – Critical Success Weapons –

Weapon type	Critical effect
Sharp	<b>Damage boost:</b> You can reroll any one dice or add an extra damage dice of the same type as a maxed-out dice. If an extra damage die is used and the weapon is a 2H weapon, you can double this result.
Sharp	<b>Ignore armor:</b> Halve the armor on the hit location.
Sharp	<b>Wide slash:</b> You also hit another close by opponent for the same damage and same location.
Blunt	<b>Damage boost:</b> You can double the damage of any one die. If this is a 2H weapon, you can triple the damage of one die instead.
Blunt	<b>Stun:</b> Opponent is stunned/confused or outsmarted. Opponents gains the stunned status for the rest of the combat round.
Blunt	<b>Knockdown:</b> Opponent will be knocked down when you succeed in a damage > (size x 2) test. This means the opponent will receive the Knocked down status effect.
Piercing	<b>Damage boost:</b> Double the damage rolled
Piercing	<b>Ignore armor:</b> Totally ignore the armor on the hit location
Piercing	<b>Deep wound:</b> 1D6 extra damage for 1D6 combat rounds due to bleeding. Armor does not count; this is deducted straight from Life. Roll this 1D6 damage at the beginning of every combat round. This effect can stack on an opponent.

## – Difficulty Modifiers –

Difficulty	Bonus / Penalty
Easy	<b>+20</b>
Normal	<b>0</b>
Challenging	<b>-20</b>
Hard	<b>-40</b>
Impossible	<b>-60</b>