STEEL AGE CORE RULES

CHARACTER SHEET

Front — Identity, Attributes & Skills

NAME | AGE | HERITAGE | STATION

BACKGROUND | OMEN-BORN ☐ YES ☐ NO | GOD / PATH | BIRTH MONTH | FATE ROLL

CORE ATTRIBUTES

PROWESS	TOUGHNESS	MIND	CHARM
SCORE / MOD	SCORE / MOD	SCORE / MOD	SCORE / MOD

CONDITION

HEALTH

MAX ☐ CURRENT ☐

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WOUNDED *at or below half: +1 Fatigue each Aftermath ·* **INCAPACITATED** *at 0*

FATIGUE EACH −1 TO EVERY ROLL

CURRENT ☐

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DEATH *at Fatigue equal to Toughness while Bleeding Out*

RESILIENCE

☐

Toughness mod + Armor Value

LINGERING FATIGUE EACH −1 TO EVERY ROLL · A SLEEP SEGMENT CLEARS ONE

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MOVEMENT

☐ FT PER MOVE ACTION

20′ base

BACKGROUND & COMPETENCIES

Competencies from your background...

PERSONAL LORE & MOTIVATION

Who are you, and what drives you?

APPEARANCE

A brief description...

ACUMENS, FORMS & SPECIAL ACTIONS

Acumens by skill (+1 on the checks they govern) · Melee Forms known · Special Ranged Actions · Weapon Focus...

QUICK ROLL REFERENCE 2D6 + THE TOTAL

OPENING ORDER	*Mind mod + party's best Command & Tactics*	☐
ENGAGEMENT CLASH	*Melee Combat + Prowess mod + Reach*	☐
MOMENTUM PRESS	*Melee Combat + Prowess mod*	☐
MOMENTUM DEFENSE	*Melee Combat + Prowess mod + Shield*	☐
RANGED ATTACK	*Ranged Combat + Mind mod (Prowess thrown)*	☐
MAGIC DEFENSE	*the Working's attribute (+ Unseen Craft ✦)*	☐
CASTING ✦	*Unseen Craft + the Path's attribute mod*	☐

✦ Omen-Born only. Every roll also takes −1 for each point of Fatigue and Lingering Fatigue.

SKILLS T TRAINED +0 · S SKILLED +1 · E EXPERT +2 · M MASTER +3

MARTIAL			
Melee Combat	PRW	T S E M	☐
Ranged Combat	MND · PRW	T S E M	☐
Command & Tactics	CHR · MND	T S E M	☐
WILDERNESS & TRAVEL			
Survival	MND	T S E M	☐
Beastwise	MND · CHR	T S E M	☐
Seamanship	MND	T S E M	☐
SUBTERFUGE & INTRIGUE			
Stealth	PRW · MND	T S E M	☐
Thievery	MND	T S E M	☐
Deception	CHR · MND	T S E M	☐
Streetwise	CHR · MND	T S E M	☐
SOCIAL & LEARNED			
Persuasion	CHR	T S E M	☐
Lore	MND	T S E M	☐
Trade	MND	T S E M	☐
CRAFT & TECHNICAL			
Craft	MND	T S E M	☐
Construction & Labor	MND	T S E M	☐
Healing	MND	T S E M	☐
THE UNSEEN CRAFT			
Unseen Craft (Casting) ✦	OMEN	T S E M	☐

No rank: a Competency Check (2d6 + attribute) where your background covers it; otherwise 2d6, plus your attribute only if it is negative.

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CHARACTER SHEET

Back — Contacts, Equipment & Notes

CONTACT I

NAME / IDENTITY | CATEGORY | CONTEXT

RELATIONSHIP → ◯ BURNED — ◯ FRAYING −3 ◯ WARY −1 ◯ NEUTRAL +0 ◯ TRUSTED +1 ◯ BOUND +3

INTERESTS & VULNERABILITIES / NOTES

What do they want? What makes them vulnerable?

CONTACT II

NAME / IDENTITY | CATEGORY | CONTEXT

RELATIONSHIP → ◯ BURNED — ◯ FRAYING −3 ◯ WARY −1 ◯ NEUTRAL +0 ◯ TRUSTED +1 ◯ BOUND +3

INTERESTS & VULNERABILITIES / NOTES

What do they want? What makes them vulnerable?

WEAPONS

WEAPON	REACH · RANGE	LETHALITY	SLOTS	NOTES

STRAIN ✦ OMEN-BORN ONLY

STRAIN THIS SCENE ◯◯◯◯◯◯◯◯◯◯◯◯ | THRESHOLD

Every cast adds its tier. A Rest Turn: down to 3 or your Threshold. A Rest Segment: all.

LINGERING STRAIN · SET WORKINGS ◯◯◯◯◯◯◯◯

Only a full night's sleep clears it.

WORKINGS ✦

WORKING	TIER	TEST	RANGE

ARMOR & SHIELD

WORN	ARMOR VALUE	SLOTS

SHIELD	BONUS	SLOTS

A shield: +2 Momentum Defense, and Partial cover against shots from the front.

EQUIPMENT & CARRIED GEAR

0 *worn clothing, coin handfuls* · **1** *a day's ration, waterskin, torch, dagger, helm* · **2** *sword, shield, bedroll, rope, lantern, quiver* · **3** *spear, great axe, large kit* · **4** *halberd*

ITEM	SLOTS

CARRY SLOTS | CONTAINER | SLOTS USED

Toughness + 4 | *pack +2 · frame +4*

◯ LIGHT ◯ BURDENED −1 ◯ LADEN −2 ◯ OVERLOADED −3

On climbing, swimming, sprinting, stealth and balance, and in miles a Travel Segment. Never on combat rolls.

WEALTH

CR | SR | GR

Trade goods, property, debts owed and owing...

CAMPAIGN NOTES

Obligations, plot threads, ongoing situations...