BLOOD & BRON	J7Fability
	GVILE
name	
appearance	SENSES
class rank	next rank
covenants rank	next rank CRAFT
wealth	Tot, rank MIGHT
equipment	background
	weapons dmg. reach wt.
6	
	armor def, armor_wt.
12	Defense Armor ENDURANCE
	Total Total Current MAX
	$\vee \bigcirc$
	Burden 🔲 ^{scarred.} Total Fatigue
18 other	ability scores by -1.
	dead. Perform one last action.
	conditions heals

– skill –	roll	effect
Manipulate (Guile)		Each 5+ grants you an influence over someone: spend it to have her reroll a die when acting against your wish.
Disguise/Conceal (Guile)		Each 5+ grants you an influence: spend it to have someone reroll a die when searching for that which you have concealed.
Expert knowledge (Lore)		Each 5+ lets you remember or deduce something that others are unaware of: ask the referee any one question relevant to your knowledge
Advise (Lore)		Each 5+ lets you grant someone a reroll on the condition that she heeds your advice.
Search (Senses)		Each 5+ lets you find something hidden or easily missed; ask the referee any one question about the object of your search.
Assess (Senses)		Each 5+ lets you see through someone; ask the referee (or player) anything. If you act on this information, you gain a reroll.
Make (Craft)		Say what you seek to create. The referee sets delimitations: quality, time, material or similar. Each 5+ lets you double or halve any one of them.
Treat wounds (Craft)		Each 5+ lets you grant your patient a recovery die if resting: d6 for short rests, d10 for extended.
Hurl/Shoot (Vigor)		On a 5+ you hit your mark if in reach: target may check Senses to catch or evade. Each additional $5+$ adjusts reach by $+1$ and saves by $+/-1$.
Haste/Traverse (Vigor)		Each 5+ lets you either: traverse a zone without misfortunes; get hold of something in the current zone or bring someone with you.
Use Force (Might)		State your demand: your target must accept or suffer damage Each 5+ equals 1 die damage as per weapon.
Defend/Guard (Might)		Each 5+ grants an influence: spend it to reroll damage taken or make yourself the target of an action intended for someone else in your zone.