

# FRAGGED AETERNUM

## CHARACTER SHEET

CHARACTER NAME \_\_\_\_\_

NATURE \_\_\_\_\_

LEVEL (+1 PER 3 SESSIONS) \_\_\_\_\_

RESOURCES (+1 PER 5 LEVELS) 4 = \_\_\_\_\_

	(0-5)	TOTAL (18)	TRAITS
MIGHT	◆◆	◆◆◆◆◆	_____
AGILITY	◆◆	◆◆◆◆◆	_____
SPEED	◆◆	◆◆◆◆◆	_____
CONVICTION	◆◆	◆◆◆◆◆	_____
EMPATHY	◆◆	◆◆◆◆◆	_____
UNDERSTANDING	◆◆	◆◆◆◆◆	_____

	UNTRAINED / TRAINED	TOTAL	ATTRIBUTE	TRAITS
WEALTH (UND)	-2/+1 + ◆	◆◆	◆	_____
PERSUASION (EMP)	-2/+1 + ◆	◆◆	◆	_____
LEADERSHIP (CON)	-2/+1 + ◆	◆◆	◆	_____
INSIGHT (EMP)	-2/+1 + ◆	◆◆	◆	_____
AWARENESS (UND)	-2/+1 + ◆	◆◆	◆	_____
RESOLVE (CON/EMP)	-2/+1 + ◆	◆◆	◆	_____
PHYSICAL (MIG/AGI/SPE)	-2/+1 + ◆	◆◆	◆	_____
STEALTH (AGI/SPE)	-2/+1 + ◆	◆◆	◆	_____

	UNTRAINED / TRAINED	TOTAL	ATTRIBUTE	TRAITS
NATURE (UND)	-2/+1 + ◆	◆◆	◆	_____
UNDERWORLD (UND)	-2/+1 + ◆	◆◆	◆	_____
IMPOVERISHED (EMP)	-2/+1 + ◆	◆◆	◆	_____
COMMONERS (CON)	-2/+1 + ◆	◆◆	◆	_____
HIGH SOCIETY (UND)	-2/+1 + ◆	◆◆	◆	_____
PRODUCTION (UND)	-2/+1 + ◆	◆◆	◆	_____
INFERNAL (EMP)	-2/+1 + ◆	◆◆	◆	_____
CELESTIAL (CON)	-2/+1 + ◆	◆◆	◆	_____

	UNTRAINED / TRAINED	TOTAL	ATTRIBUTE	TRAITS
MELEE	1 + ◆ = ◆	◆	◆	_____
RANGE	1 + ◆ = ◆	◆	◆	_____

	STARTING VALUE	PERK	COMPLICATION	KNOWLEDGE
GAINED SPARE TIME POINTS	◆◆◆◆◆	◆◆◆◆◆	◆◆◆◆◆	◆◆◆◆◆
SPENT SPARE TIME POINTS	◆◆◆◆◆	◆◆◆◆◆	◆◆◆◆◆	◆◆◆◆◆
MAX UNSPENT STP = 10 GAIN 2 STPS EACH SESSION		SPARE TIME ROLLS		HEALING ◆ STUDY ◆
GAINED KNOWLEDGE	◆◆◆◆◆	◆◆◆◆◆	◆◆◆◆◆	◆◆◆◆◆
SPENT KNOWLEDGE	◆◆◆◆◆	◆◆◆◆◆	◆◆◆◆◆	◆◆◆◆◆

PERKS (+1 PER 2 LEVELS)	COMPLICATIONS (+1 PER 3 LEVELS)
_____	CORRUPTION ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

LANGUAGES (COST 2 KN)	CULTURES (COST 2 KN)
STRIGHAM	STRIGHAM
MORHOLM	_____
KENWICK	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

EQUIPMENT SLOTS	0 SLOT ITEMS
1	1
2	2
3	3
4	4
5	5
6	6

STUDY	FORBIDDEN	FORBIDDEN
_____	◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆	_____
_____	◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆	_____
_____	◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆	_____
_____	◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆	_____

STRONG HIT	REQUIREMENTS	RESULT
EFFORT	DOES NOT REQ. HIT OR SUCCESS	YOU MAY RE-ROLL A SINGLE DIE FROM THIS SKILL ROLL.
_____	_____	_____
_____	_____	_____
_____	_____	_____

# FRAGGED AETERNUM COMBAT SHEET

MIGHT  
AGILITY  
SPEED  
CONVICTION  
EMPATHY  
UNDERSTANDING

RANDOM  
DMG

1
2
3
4
5
6

DAMAGE

-2 ATTRIBUTE = DEATH

- ATTRIBUTE = BLEEDING

COMBAT ORDER  
UND + =

MAX MOMENTUM PTS  
CON + =

DEATH COUNT



ADJACENT TO ALLY  
DEFENCE +EMP VS FEAR.  
REDUCE ALL END DMG BY 2.



LIGHT COVER  
DEFENCE +UND.



HEAVY COVER  
DEFENCE +UND x2.



ENTRENCHED COVER  
DEFENCE +UND x3.  
ARMOUR +1.

STANCE

DEFENCE VS FEAR

DIRECT  
ARMOUR

SPLASH  
ARMOUR

ENDURANCE

RECOVERY

MOVEMENT

ACQUIRE

RESOURCES

SPEED +

WEAPONS

HIT D6

+HIT

RANGE

MAX RNG

END DMG

CRIT DMG

HANDS

TYPE

ACQUIRE

RESOURCES

STR HIT

CRITICAL HIT

BUILD MOMENTUM

REQUIREMENTS

ONCE PER ACTION, HIT, NOT SPLASH.

DOES NOT REQ HIT OR SUCCESS.

RESULT

DEAL YOUR WEAPONS CRIT DMG (-TARGETS ARMOUR) TO A RANDOM (D6) ATTRIBUTE.

GAIN +1 MOMENTUM POINT.

## COMBAT ACTIONS, 2 PER TURN

**RUSH**  
MOVE.

} SPEED: +2.  
KILL AN ADJACENT HENCHMEN BODY.  
MOMENTUM 1: KILL AN ADDITIONAL HENCHMEN BODY.

**THINK**  
MOVE, RECOVER.

} MAKE A SKILL ROLL.  
RECOVERY: +MIGHT -2.

**DODGE**  
MOVE.

} GAIN: +AGI DEF VS THE NEXT 2 NON-FEAR ATTACKS.  
MOMENTUM 1: +1 COVER STEP.

**GET READY**  
MOVE, RECOVER.

} +1 MOMENTUM.  
SPEED: -2.  
ACTIVATE OR DEACTIVATE AN ITEM IN YOUR 2ND HAND.

**STRIKE**  
MOVE, ATTACK.

} HIT: +AGILITY.  
END DMG: +MIGHT.  
MOMENTUM 1: ALTER CRIT LOCATION BY +/-1.

**UNLEASH**  
ATTACK.

} HIT: +AGILITY.  
END DMG: +MIGHT.  
MOMENTUM 1: +1 END & CRIT DMG.

## SPECTRE FORM

+1 ARMOUR AND CRIT DMG.  
IMMUNE TO FEAR, AND BLEEDING.  
YOU MAY FLY AND ARE INCORPOREAL.  
EACH TURN YOU TAKE 1 DMG TO 2 RANDOM (2D6) ATTRIBUTES.  
FULLY HEAL THE ATTRIBUTE THAT KILLED YOU.

**HEALING** (1 FREE ROLL PER BALANCED COMBAT)

12T } **REVIVE: HEAL 1, 2 IF MID-COMBAT.**  
HEALS ALL ALLIES WITHIN A 'EMP x2' SPLASH AREA.

14T } **PURIFY: HEAL EMP x2.**  
ONLY HEALS YOURSELF.

14T } **REBIRTH: HEAL THEIR EMP x1.**  
BRINGS A TETHERED BACK TO LIFE.  
MAY NOT CAST WHEN YOU'RE A SPECTRE OR IN COMBAT.