

Name & Description



Race

Class

Background

Level

ATTRIBUTES

SCORE

MOD

GS

TF

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WILLPOWER

PERCEPTION

CHARISMA

RESTS

◇ 3 X WILL

◇ 2 X WILL

◇ 1 X WILL

Con
Bonus

INJURIES & EFFECTS

WEAPONS

HIT

DAMAGE

PROPERTIES



DDM

FAVOUR ◇

CLASS ABILITIES & SKILLS

EQUIPMENT

NOTES

Attr	GS	TF	Attr	GS	TF
3	1	5	11	5	17
4	2	7	12	6	19
5	2	8	13	6	20
6	3	10	14	7	20
7	3	11	15	7	20
8	4	13	16	8	20
9	4	14	17	8	20
10	5	16	18	9	20