## WOIN CHARACTER WORKSHEET | woinrpg.com

CAREER	YEARS
ORIGIN	

AGE:

	1d6	1d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6	4d6	4d6	4d6	X
STR	1	2	3	4	5	6	7	8	9	10	11	12	
AGI	1	2	3	4	5	6	7	8	9	10	11	12	
END	1	2	3	4	5	6	7	8	9	10	11	12	
INT	1	2	3	4	5	6	7	8	9	10	11	12	
LOG	1	2	3	4	5	6	7	8	9	10	11	12	
WIL	1	2	3	4	5	6	7	8	9	10	11	12	
СНА	1	2	3	4	5	6	7	8	9	10	11	12	
LUC	1	2	3	4	5	6	7	8	9	10	11	12	
REP	1	2	3	4	5	6	7	8	9	10	11	12	
	1	2	3	4	5	6	7	8	9	10	11	12	

SKILLS	1d6	1d6	2d6	2d6	2d6	3d6	3d6	3d6	3d6
DEFENSIVE	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9

EXPLOITS	DETAILS
TRAIT	
(AGE)	

DERIVED STATISTIC	METHOD	VALUE
HEALTH	END + WIL + dice pool (+ hardy)	
SPEED	Size of STR + AGI dice pools (+ running); -1 if small	
JUMP	Horiz = $2 \times AGI$ ; VERT = STR; + jumping	
CARRY	STR + END (+ raw <i>carry</i> ranks) x 10	
INITIATIVE	INT + tactics or reactions dice pool	
MELEE DEFENSE	Dice pool* x 3.5; adjust for size, armor, shields	
RANGED DEFENSE	Dice pool* x 3.5; adjust for size, armor, shields	
MENTAL DEFENSE	Dice pool* x 3.5	
STARTING MONEY	REP + LUC dice pool x 20; min 100cr	
NATURAL DAMAGE	1d6 + 1d6 for each size over Medium; Felans +1d6; +STR dice pool	

## \*DEFENSE DICE POOLS

MELEE: STR or AGI + acrobatics, dodging, foresight, or [melee] skill

RANGED: AGI + acrobatics, dodging, or foresight

MENTAL: INT, LOG, or WIL + concentration, bravery, discipline, religion, conviction, leadership, psychology, rulership, or meditation

SIZE: Small +4, Large -4

SHIELDS: Small +2, Medium +4, Large + 6

ARMOR: Heavy -4, medium -2