Player: _____ Height: _____ Weight: _____
Name: _____ Background: _____
Ancestry: _____ Motivation: _____
Heritage: _____ Flaw: _____

World Saga
Roleplaying Game

Attributes

STR	
AGL	
END	
COR	
INT	
WIL	
CHA	
PER	
EMP	

Tolerances

Stamina Max | Current | Item | Training — ☐ *Exhausted* *No Defense*

Hardiness Armor | Armor Dents

Attention Max | Current | Item | Training — ☐ *Stressed* *-2 Attention actions*

Courage Max | Current | Item | Training — ☐ *Hopeless* *-2 all rolls*

Speed _____ *Squares* Item _____

Conditions & Notes

XP _____
Spent _____

Injuries

☐ *Bruised (STR)* ____ days
-2 Athletics, Fighting, Intimidate

☐ *Broken (AGL)* ____ days
-2 Athletics, Brawl, Dodge, Reflexes, Stealth, Thievery

☐ *Battered (END)* ____ days
-2 Block, Resilience, Survival, Stamina

Traumas

☐ *Hesistant (CHA)* ____ therapy
-2 Command, Deceive, Inspire, Perform, Persuade

☐ *Oblivious (PER)* ____ therapy
-2 Parry, Shooting, Deceive, Reflexes, Investigate

☐ *Withdrawn (EMP)* ____ therapy
-2 Inspire, Resolve, Healing, Courage

Resistances

	Rank			Training	Item
Reflexes		AGL	PER		
Resilience		END	WIL		
Resolve		EMP	WIL		

Combat Skills

	Rank			Training	Item
Athletics		STR	AGL		
Balance, Break, Climb, Dash, Jump, March, Swim					
Block		END	COR		
Block, Brace (2), Shield Bash (4)					
Brawl		AGL	COR		
Breakout, Clash, Grapple (2), Pummel, Restrain (4), Shove (2), Trip (4)					
Dodge		AGL	COR		
Dodge, Shelter, Shuffle (2), Tumble (4)					
Parry		PER	COR		
Deflect (2), Disarm (4), Parry, Riposte (6)					
Fighting*					
_____		STR	COR		
_____					
_____					
Strike, Combat Maneuver (2,4,6), Opportune Strike (8)					
Shooting*					
_____		PER	COR		
_____					
_____					
Fire, Combat Maneuver (2,4,6), Reload					

Social Skills

	Rank			Training	Item
Command		WIL	CHA		
Demand, Direct, Lead (2)					
Deceive		PER	CHA		
Bluff, Divert (2), Feint (4), Portray					
Inspire		EMP	CHA		
Calm (2), Comfort (4), Enhearten (2), Impress, Motivate					
Intimidate		STR	WIL		
Coerce, Terrorize (2)					
Perform		COR	CHA		
Distract (2), Enthuse (2), Performance					
Persuade		INT	CHA		
Remark (2), Reason					

Expertise Skills

	Rank			Training	Item
Healing		EMP	INT		
Diagnose (4), Forensics, Mend (2), Remedy (4), Stabilize (2), Treat (4)					
Investigate		PER	INT		
Exploit (4), Read, Search, Seek, Scout (2)					
Stealth		AGL	INT		
Evade, Hide, Sneak (2)					
Survival		END	INT		
Camp, Dowse (2), Escort (2), Fish (2), Forage (2), Hinder (4), Hunt (2), Track (4)					
Thievery		AGL	INT		
Disable (4), Steal, Unlock (2)					
Craft*					
_____		COR	INT		
_____					
Brew (4), Build (2), Cook, Create (2), Ensnare (2), Preserve (2), Repair, Tan (2), Trap (4), Write (2)					

Actions

Combat
Crawl, Delay, Draw, Dive, Drop, Focus, Interact, Ready, Stand, Stride, Withdraw

Exploration
Breathe, Refocus
Athletics: *Balance, Break, Climb, Jump, Swim*
Command: *Direct*
Craft: *Repair, Trap*
Deceive: *Bluff, Portray*
Healing: *Diagnose, Forensics, Mend*
Inspire: *Enhearten, Impress*
Intimidate: *Coerce*
Investigate: *Read, Search*
Lore: *Recall*
Perform: *Performance*
Persuade: *Reason*
Stealth: *Hide, Sneak*

Journey
Recenter, Rest, Trek
Athletics: *Chop, Gather, Mine*
Craft: *Build, Cook, Create, Ensnare, Preserve, Tan, Write*
Healing: *Remedy, Treat*
Investigate: *Scout*
Survival: *Camp, Dowse, Escort, Fish, Forage, Hinder, Hunt, Track*

Lore* INT
Devise (4), Recall

	Rank	T	I
_____			
_____			
_____			
_____			

Weapons

	Rank	Min Dmg	Hands	Bulk	Traits

Armaments

Armor

	Bulk	Hard. Bonus	Min Str/End	Speed Penalty	AGL Penalty	Reflex Penalty

Shield

	Bulk	Min Str/End	Speed Penalty	Traits

Combat Maneuvers & Spells

	Training Rank	Attention	Group	Page

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Gear

1	*10*
2	*11*
3	*12*
4	*13*
5	*14*
6	*15*
7	*16*
8	*17*
9	*18*

Bulk Limit ____ Max Bulk ____

Backpack

	Training Rank	Attention	Group	Page

	Training Rank	Attention	Group	Page

Advancement

Training	Rank	Skill Cost	Total Cost	2x Cost	Total Cost
Untrained	0	0	0	0	0
Novice	1	1	1	2	2
Trained	2	2	3	4	6
Proficient	3	3	6	6	12
Expert	4	4	10	8	20
Adept	5	5	15	10	30
Master	6	6	21	12	42
Grand Master	7	7	28	14	56
Legendary	8	8	36	16	72