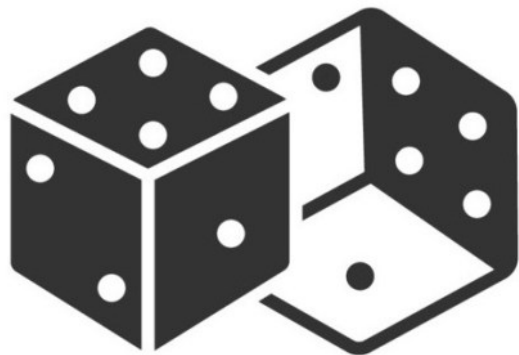


RINGS, LORDS & 2D6



RINGS, LORDS & 2D6

Attributes: Strength, Agility, Resistance (physical, magical and shadow), Intelligence, Charisma.
Starting modifiers: +2, +1, 0, 0, -1, freely allocated.

Tests: 2D6 + attribute:
6-failure; 7-9 partial success; 10+ complete success.
[6+6] critical success (damage x2).
[1+1] disaster (always a failure).
If you ever need a binary result: 8+ equals success.

HP: initial health points = 6.

Advantage: roll 3D6, keep the 2 highest dice.

Disadvantage: roll 3D6, keep the 2 lowest dice.

Classes: see attached playbooks.

Races: no mechanical effects.

Advantage die (AD): an extra die that grants advantage to tests (see *advantage*).

Damage(D): weapons and enemies deal fixed damage.

Defense(D): damage taken can be deducted from defense. When defense reaches 0, armor and shields are broken.

Death: at 0 or less HP, you gain *+1 shadow* and make a *death saving test*: 2D6 with -1 penalty per negative HP: 6-death; 7-9 dying and you must repeat the test each round until helped; 10+ unconscious until helped.

Encumbrance: weight and movement speed are determined by the gamemaster according to the equipped armor and carried items. The maximum of items in the inventory is 5, excluding equipped ones. Backpacks can increase this. Every 50 gold (gp) uses 1 inventory space.

Hope: a rare resource, granted *occasionally* for heroic deeds and completed objectives. It can be spent to:
-1pt: remove 1 point of shadow if resting in a safe place;
-1pt: allow to reroll 1 die (any);
-2pts: increase a test's success level;
-3pts: alter or invoke a narrative fact in your favor.

Shadow: can be received due to acts of cowardice, greed, lies, moral transgressions, evil or cursed items, enemy sorcery, powerful enemies, facing death and failed objectives. Each point *penalizes* a random attribute: 1D6: 1-HP; 2- strength; 3- agility; 4- resistance; 5- intelligence; 6- charisma. If shadow reaches 7, the character is consumed by darkness and becomes a servant of the enemy.

Combat: flexible initiative and turn order. Fixed damage by weapon or enemy type. Bad rolls can cause damage to characters even during their turn. Enemies do not roll dice when attacking: describe their attack and the characters will make a *defensive roll*, testing an appropriate attribute.

XP needed for levelling up: desired level ×10 (resets each level):

LEVEL 1: 0 XP **LEVEL 2:** 20 XP
LEVEL 3: 30 XP **LEVEL 4:** 40 XP
LEVEL 5: 50 XP **LEVEL 6:** 60 XP
LEVEL 7: 70 XP **LEVEL 8:** 80 XP
LEVEL 9: 90 XP **LEVEL 10:** 100 XP

XP awards:

1 per failure, or critical success;
6-10 for main objective completed;
1-5 for side objectives completed;
1-5 for puzzle/trap/obstacle;
1-5 for creature encounters;
1-10 treasure collected divided by 10 and by the number of players.

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Weapons	Cost(gp)	DMG(D)	Weapon Description (Tags)
Axe	30	3	Slashing
Battle axe	50	4	2-handed, slashing, slow
Club	10	2	Bludgeoning
Crossbow	40	3	Armor, long range, reload
Dagger	20	2	Slashing/piercing, throwable, fast
Dagger (silver)	40	2	Slashing/piercing, throwable, fast
Flail	30	3	Bludgeoning
Hand axe	15	2	Slashing, throwable, fast
Heavy crossbow	80	4	2-handed, armor, extreme range, reload
Holy water flask	20	4	Throwable, area, holy damage
Javelin	20	3	Melee, throwable, piercing, fast
Lance	90	5	2-handed, piercing, mounted, control, slow
Long bow	40	3	2-handed, piercing, long range
Mace	30	3	Bludgeoning
Oil flask	5	4	Throwable, area, fire
Pole arm	80	5	2-handed, slashing, control, slow
Short bow	20	2	2-handed, piercing, medium range, fast
Short sword	35	3	Slashing/piercing, fast
Sling	5	2	Ranged, bludgeoning, close range
Spear	50	4	Melee, piercing, control
Staff	15	2	Bludgeoning
Sword	60	4	Slashing/piercing, fast
Torch	1	2	Fire damage
Two-handed sword	100	5	2-handed, slashing/piercing, fast
War hammer	50	3	Bludgeoning/piercing, armor

Weapon Descriptions (Tags)
Area: causes damage in an area.
Armor: effective against heavy armored enemies.
Control: effective for controlling enemies and spacing.
Fast: easy to handle. Can use STR or AGI.
Slow: slow and hard to handle.
Mounted: works better when mounted.
Reload: must be reloaded after being fired (1 turn).
Slashing/piercing/bludgeoning: type of damage caused.
Throwable: can be thrown (close range).

Ammunition (un.)	Cost (gp)
Arrow	1
Bolt (crossbows)	2
Silver arrow	5
Stones	Free

Armors	Cost (gp)	DEF
Leather	20	2
Mithril	100	3
Chainmail	50	3
Half-armor	150	4
Full armor	300	5
Buckler	10	1
Shield	20	2
Heavy Shield	30	3

Adventuring items	Cost (gp)
Animal bait	6
Antidote	50
Backpack (large, +2 inventory)	15
Backpack (medium, +1 inventory)	15
Bandages	5
Bear trap	5
Bedroll	4
Bell	5
Caltrops (x10)	10
Chain (5m)	8
Chisel	3
Crowbar	3
Deck of cards	3
Disguise	30
Fishing rod	3
Garlic	1
Glass marbles (bag)	5
Glue	5
Grappling hook	30
Handcuffs	10
Holy symbol	10
Holy water	20
Incense	3
Iron spikes (x3)	10
Lantern	15

Adventuring items (cont.)	Cost (gp)
Lockpicks (x3)	3
Magnifying glass	5
Mead (500ml)	10
Musical instrument	10
Net (weighted)	6
Oil flask	5
Padlock	10
Pick	5
Pipe weed	5
Pole (2m, wood)	2
Rations/food (1x/group)	5
Rope (15m)	5
Sack (large)	3
Sack (small)	3
Shovel	4
Small hammer	3
Small mirror	5
Stakes (x3) and mallet	10
Tinder box	5
Torch (x3)	5
Waterskin	3
Wine (500ml)	10
Wolfsbane	5

Services	Cost (gp)
Room	1/week
Blacksmith	20%-30% of item cost
Scrolls	30-50+
Identify (magic items)	20-40+
Healing/treatment	30+
Magical items repair	30-200+

Animals	Cost (gp)	Inventory
Mule	20	5
Horse	40	10
Camel (desert)	50	8
Reindeer (ice)	50	8

Quests: D66:	
11	Aid
12	Apprehend
13	Banish
14	Cleanse
15	Convince
16	Defend
21	Deliver
22	Destroy
23	Discover
24	Disrupt
25	Escape
26	Escort
31	Explore
32	Fight
33	Guide
34	Infiltrate
35	Investigate
36	Liberate
41	Locate
42	Negotiate
43	Prevent
44	Protect
45	Pursue
46	Rally
51	Recover
52	Reforge
53	Rescue
54	Retake
55	Retrieve
56	Save
61	Scout
62	Slay
63	Stop
64	Survive
65	Unmask
66	Vanquish

Action: D66:	
11	Abandon
12	Ambush
13	Attack
14	Avenge
15	Betray
16	Build
21	Control
22	Create
23	Defeat
24	Eliminate
25	Escape
26	Explore
31	Fail
32	Find
33	Follow
34	Harm
35	Help
36	Hide
41	Invade
42	Investigate
43	Liberate
44	Lose
45	Manipulate
46	Open
51	Preserve
52	Protect
53	Punish
54	Repair
55	Restore
56	Reveal
61	Risk
62	Start
63	Summon
64	Threaten
65	Transform
66	Travel

Theme: D66:	
11	Ally
12	Balance
13	Business
14	Danger
15	Death
16	Deception
21	Disease
22	Dream
23	Enemy
24	Family
25	Fate
26	Fear
31	Freedom
32	Hatred
33	Honor
34	Hope
35	Innocence
36	Locality
41	Love
42	Misery
43	Mystery
44	Nature
45	Peace
46	Power
51	Price
52	Rarity
53	Religion
54	Renown
55	Risk
56	Secret
61	Security
62	Shadow
63	Shelter
64	Survival
65	Time
66	War

Random treasure: 1D6:	
1	Adventuring items
2	Armor or Shields
3	Weapons or ammunition
4	Treasure in gold
5	Treasure in valuable items
6	Magic item (2:6 cursed)

Armors: 2D6:	
1-6	Leather (D2)
7-9	Chainmail (D3)
10	Half-armor (D4)
11	Mithril (D3)
12	Full armor (D5)

Shields: 1D6:	
1-3	Buckler (D1)
4-5	Shield (D2)
6	Heavy (D3)

Weapons: 1D6/1D3:	
1	Dagger(D2) Club(D2) Staff(D2)
2	Bow(D2) Sling(D2) Crossbow(D3)
3	Mace(D3) Flail(D3) Battle Axe(D4)
4	Lance(D5) Spear(D4) Javelin(D3)
5	Axe(D3) Handaxe(D2) Longbow(D3)
6	Sword(D4) Polearm(D5) Hammer(D3)

Valuable items: 1D6:	
1	Raw materials
2	Trade goods/Spices
3	Decoration/Art
4	Rare books
5	Gems
6	Jewelry

Magic items: 1D6:			
1	Scroll	4	Shield or Armor
2	Potion	5	Other (misc.)
3	Weapon	6	Ring

Adventuring items: D66:	
11	Ammunition
12	Animal bait
13	Backpack (medium or large)
14	Bandages
15	Bell
16	Blanket
21	Caltrops
22	Chain
23	Chalk
24	Chisel
25	Crowbar
26	Fishing rod
31	Flasks (oil/holy water/other)
32	Food
33	Garlic
34	Glue
35	Grappling hook
36	Grease
41	Gunpowder/Explosives
42	Handcuffs
43	Iron spikes
44	Lantern
45	Lockpicks
46	Magnifying glass
51	Musical instrument
52	Net
53	Padlock
54	Rope
55	Shovel
56	Small hammer
61	Small mirror
62	Tinder box
63	Torch
64	Trap
65	Water (potable)
66	Waterskin

Magic items (misc.): D66:	
11	Ammunition/Quiver
12	Animal/Pet
13	Bag
14	Belt
15	Body part
16	Book/Manual/Tome
21	Boots
22	Bracelet
23	Cloak
24	Crown
25	Deck of cards
26	Earrings
31	Figurine
32	Gem
33	Glasses
34	Gloves
35	Handcuffs
36	Hat
41	Helmet
42	Holy symbol
43	Horn
44	Incense
45	Key
46	Lamp
51	Lantern
52	Necklace
53	Phylactery
54	Robe
55	Rope
56	Seeds
61	Sphere
62	Stone
63	Talisman
64	Tiara
65	Urn
66	Wand

Magic items properties: D66:	
11	Amplify
12	Bless
13	Close
14	Communicate
15	Conjure
16	Control
21	Create
22	Curse
23	Damage/Destroy
24	Darken
25	Detect
26	Exchange
31	Fly
32	Fragilize
33	Heal
34	Hide
35	Illude
36	Illuminate
41	Imprison
42	Invert
43	Kill
44	Levitate
45	Luck
46	Move
51	Open
52	Poison
53	Protect
54	Reduce
55	Remove
56	Restore
61	Reveal
62	Revert
63	Summon
64	Telepathy
65	Teleport
66	Transform

Locations: D66:	
11	Abyss
12	Battlefield
13	Borderlands
14	Bridge
15	Castle
16	Cave
21	Citadel
22	Cliffs
23	Coast
24	Desolation
25	Dungeon
26	Farmstead
31	Forest
32	Fortress
33	Frozen wastes
34	Hideout
35	Hills
36	Lair/Nest
41	Lake/River
42	Mine
43	Mountain/Pass/Peak/Plateau
44	Outpost
45	Prison
46	Ravine/Canyon/Gorge
51	Refuge camp
52	Road
53	Ruins
54	Sea
55	Ship/Harbor
56	Swamp
61	Tomb/Mausoleum
62	Tower
63	Undercity tunnels
64	Valley
65	Village
66	Waterfall

Encounters/Creatures: D66:	
11	Animated tree
12	Artificer
13	Bandits
14	Bard
15	Bear
16	Dark sorcerer
21	Demon
22	Dragon
23	Dwarves
24	Eagles
25	Elves
26	Fugitive
31	Ghost
32	Goblins
33	Halfling
34	Hermit
35	Hunter
36	King
41	Merchant
42	Nobleman
43	Orcs
44	Ranger
45	Riders
46	Shadow servant
51	Skinchanger
52	Snake
53	Specter
54	Spiders
55	Thief
56	Traveler
61	Trolls
62	Undead
63	Wargs
64	Warrior
65	Winged monster
66	Wolves

NAME:
RACE:
GOAL:
LEVEL: XP:

TESTS: 2D6 + ATTRIBUTE

ATTRIBUTES: (+2, +1, 0, 0, -1)

STRENGTH:

AGILITY:

RESISTANCE:

INTELLIGENCE:

CHARISMA:

HEALTH POINTS (HP):

ATTACK:

DEFENSE:

ENCUMBRANCE:

HOPE: ☐ ☐ ☐ ☐ ☐ ☐

SHADOW: ☐ ☐ ☐ ☐ ☐ ☐ 

FIGHTER: MELEE COMBAT

STARTING ITEMS: CHOOSE 1D6 ITEMS:

- AXE(D3) ○ SWORD(D4) ○ SPEAR(D4) ○ DECK OF CARDS
- SHIELD(D2) ○ CHAIN MAIL(D3) ○ PICK ○ COOKING PAN
- 3x TORCHES ○ ROPE (15M) ○ SHOVEL ○ MEAD ○ FOOD

SKILLS/IMPROVEMENTS: 1 STARTING SKILL:

• FAVORITE WEAPON:

TYPE1: ○+1 ○+2 ○○+3 DAMAGE

TYPE2: ○+1 ○+2 ○○+3 DAMAGE

• TWO-HANDING: ○1AD ○2AD ○○3AD (P/SESSION)

• DUAL WIELDING: REROLL ○1D ○2D ○○3D (P/SESSION)

• INITIATIVE BOOST:

○ ACT FIRST IN COMBAT (1x P/SESSION)

• REROLL INITIATIVE DICE ○1D ○2D ○○3D

○○ EXTRA TURN (1x P/SESSION)

• COUNTER-ATTACK: ○1x ○2x ○○3x P/COMBAT

→ ○+ADVANTAGE → ○○+1 SUCCESS LEVEL

• INTIMIDATION: ○1AD ○2AD ○○3AD (P/SESSION)

• CREATE YOUR OWN:

EQUIPMENTS:

WEAPON 1:

WEAPON 2:

ARMOR:

SHIELD:

AMMO:

INVENTORY:

1-

2-

3-

4-

5-

LEVEL ADVANCEMENT: 1 POINT •

○○○ +1 HP OR ATTRIBUTE (MAX: +3)

○○○ REMOVE 1 LEVEL OF SHADOW

○○○○○○○○ SKILL/IMPROVEMENT

NAME:
RACE:
GOAL:
LEVEL: XP:

TESTS: 2D6 + ATTRIBUTE

ATTRIBUTES: (+2, +1, 0, 0, -1)

STRENGTH:

AGILITY:

RESISTANCE:

INTELLIGENCE:

CHARISMA:

HEALTH POINTS (HP):

ATTACK:

DEFENSE:

ENCUMBRANCE:

HOPE: ☐ ☐ ☐ ☐ ☐ ☐

SHADOW: ☐ ☐ ☐ ☐ ☐ ☐ 

HUNTER: RANGED COMBAT

STARTING ITEMS: CHOOSE 1D6 ITEMS:

- HAND AXE(D2) ○ DAGGER(D2) ○ SHORT BOW(D2)
- JAVELIN X3(D3) ○ CROSSBOW(D3+RELOAD) ○ BEAR TRAP
- LEATHER ARMOR(D2) ○ 3X ANIMAL BAIT ○ FISHING ROD
- 3X TORCHES ○ WHISTLE ○ FRESH MEAT ○ NET (WEIGHTED)

SKILLS/IMPROVEMENTS: 1 STARTING SKILL:

- BOW MASTERY: ○+1 ○+2 ○○+3 DAMAGE
- CROSSBOW: ○+1 ○+2 ○○+3 DAMAGE
- TRUE AIM: ○1AD ○2AD ○○3AD (P/SESSION)
- ANIMAL ○ HANDLING (ADV.) → ○ TAMING (ADV.)
- IMPROVISE TRAPS: ○1AD ○2AD ○○3AD (P/SESSION)
- HUNTER'S MARK: ○1AD TO 1 ALLY (1X P/SESSION)
○2X P/SESSION
○○3X P/SESSION
- TRACKING: ○ ADVANTAGE → ○+1 SUCCESS LEVEL
- ESCAPE/CHASE: ○+1 ○+2 ○○+3
- SPOT ENEMY WEAKNESS: ○ WEAK → ○ STRONG → ○ ○ UNIQUE
- CREATE YOUR OWN:

EQUIPMENTS:

WEAPON 1:

WEAPON 2:

ARMOR:

SHIELD:

AMMO:

INVENTORY:

1-

2-

3-

4-

5-

LEVEL ADVANCEMENT: 1 POINT •

○○○ +1 HP OR ATTRIBUTE (MAX: +3)

○○○ REMOVE 1 LEVEL OF SHADOW

○○○○○○○○ SKILL/IMPROVEMENT

○○○○○○○○○○ SKILL/IMPROVEMENT

NAME:
RACE:
GOAL:
LEVEL: XP:

TESTS: 2D6 + ATTRIBUTE

ATTRIBUTES: (+2, +1, 0, 0, -1)

STRENGTH:

AGILITY:

RESISTANCE:

INTELLIGENCE:

CHARISMA:

HEALTH POINTS (HP):

ATTACK:

DEFENSE:

ENCUMBRANCE:

HOPE: ☐ ☐ ☐ ☐ ☐ ☐

SHADOW: ☐ ☐ ☐ ☐ ☐ ☐ 

RANGER: WILDERNESS EXPLORATION

STARTING ITEMS: CHOOSE 1D6 ITEMS:

- DAGGER(D2) ○ SHORT BOW(D2) ○ ROPE(15M) ○ WATERSKIN
- SHORT SWORD(D3) ○ LEATHER ARMOR(D2) ○ BUCKLER(D1)
- BEDROLL ○ MUSICAL INSTRUMENT ○ BACKPACK +2 INV.

SKILLS/IMPROVEMENTS: 1 STARTING SKILL:

- FAVORED TERRAIN: • 1AD ○ 2AD ○ ○ 3AD

○ TYPE1: ○ TYPE2: ○ ○ TYPE3:

→ ○ FAST MOVEMENT ON FAVORED TERRAINS

- FAVORED ENEMY:

○ TYPE1: • +1 ○ +2 ○ +3 DAMAGE

○ TYPE2: • +1 ○ +2 ○ +3 DAMAGE

○ ○ TYPE3: • +1 ○ +2 ○ +3 DAMAGE

- FAMILIAR PLACE: ASK THE GM ANYTHING ABOUT A

WILDERNESS LOCATION: ○ 1X ○ 2X ○ ○ 3X P/ SESSION

- LOCATE A NEARBY WILDERNESS LANDMARK: ○ 1X ○ 2X ○ 3X

- HEXPLORATION: ○ 1XP/LANDMARK REACHED (MAX. 3)

- CLIMATE EXPOSURE: ○ RESISTANCE ○ ○ IMMUNITY

- CREATE YOUR OWN:

EQUIPMENTS:

WEAPON 1:

WEAPON 2:

ARMOR:

SHIELD:

AMMO:

INVENTORY:

1-

2-

3-

4-

5-

LEVEL ADVANCEMENT: 1 POINT •

○ ○ ○ +1 HP OR ATTRIBUTE (MAX: +3)

○ ○ ○ REMOVE 1 LEVEL OF SHADOW

○ ○ ○ ○ ○ ○ ○ ○ SKILL/IMPROVEMENT

NAME:
RACE:
GOAL:
LEVEL: XP:

TESTS: 2D6 + ATTRIBUTE

ATTRIBUTES: (+2, +1, 0, 0, -1)

STRENGTH:

AGILITY:

RESISTANCE:

INTELLIGENCE:

CHARISMA:

HEALTH POINTS (HP):

ATTACK:

DEFENSE:

ENCUMBRANCE:

HOPE: ☐ ☐ ☐ ☐ ☐ ☐

SHADOW: ☐ ☐ ☐ ☐ ☐ ☐ 

SCHOLAR: KNOWLEDGE, LORE, LANGUAGES

STARTING ITEMS: CHOOSE 1D6 ITEMS:

- CLUB(D2) ○ STAFF ○ DAGGER(D2) ○ MACE(D3) ○ SLING(D2)
- SHORT BOW(D2) ○ BUCKLER(D1) ○ LEATHER ARMOR (D2)
- GLUE ○ MAGNIFYING GLASS ○ INCENSE ○ POTION ○ SCROLL
- POISON ○ ANTIDOTE ○ 3x TORCHES ○ PIPE WEED

SKILLS/IMPROVEMENTS: 1 STARTING SKILL:

- WORLD LORE: ○+1 ○+2 ○+3
- DIVINATION (-1 HOPE): YOU CAN ASK ANY QUESTION TO THE GAMEMASTER (1x P/SESSION)
- BOOK WORM: ○+1 ○+2 ○+3 BONUS XP P/SESSION
- DEALING WITH LANGUAGES: ○+1 ○+2 ○+3
- SORCERY RESISTANCE: ○+1 ○+2 ○+3
- IDENTIFY MAGIC ITEMS: → ○ ADVANTAGE
- DETECT MAGIC → ○ ADVANTAGE
- KNOW-IT-ALL: ○1AD ○2AD ○3AD TO YOURSELF OR TO YOUR ALLIES AFTER A SPEECH/LECTURE (1x P/SESSION)
- PERSUASION: ○1AD ○2AD ○3AD (P/SESSION)
- CREATE YOUR OWN:

EQUIPMENTS:

WEAPON 1:

WEAPON 2:

ARMOR:

SHIELD:

AMMO:

INVENTORY:

1-

2-

3-

4-

5-

LEVEL ADVANCEMENT: 1 POINT •

○○○ +1 HP OR ATTRIBUTE (MAX: +3)

○○○ REMOVE 1 LEVEL OF SHADOW

○○○○○○○○ SKILL/IMPROVEMENT

NAME:
RACE:
GOAL:
LEVEL: XP:

TESTS: 2D6 + ATTRIBUTE

ATTRIBUTES: (+2, +1, 0, 0, -1)

STRENGTH:

AGILITY:

RESISTANCE:

INTELLIGENCE:

CHARISMA:

HEALTH POINTS (HP):

ATTACK:

DEFENSE:

ENCUMBRANCE:

HOPE: ☐ ☐ ☐ ☐ ☐ ☐

SHADOW: ☐ ☐ ☐ ☐ ☐ ☐ 

THIEF: THIEVERY, DECEPTION, STEALTH

STARTING ITEMS: CHOOSE 1D6 ITEMS:

- DAGGER (D2) ○ SHORT SWORD (D3) ○ LEATHER ARMOR (D2)
- BUCKLER (D1) ○ GRAPPLING HOOK ○ 3X LOCKPICK ○ MIRROR
- SHORT BOW (D2) ○ OIL FLASK ○ 3X TORCHES ○ DISGUISE
- CALTROP ○ GLASS MARBLES ○ CROWBAR ○ ROPE (15M)

SKILLS/IMPROVEMENTS: 1 STARTING SKILL:

- STEALTH: ○ 1AD ○ 2AD ○ ○ 3AD (P/SESSION)
- SLEIGHT OF HAND: ○ 1AD ○ 2AD ○ ○ 3AD (P/SESSION)
- LOCKPICKING: ○ 1AD ○ 2AD ○ ○ 3AD (P/SESSION)
- TRAPS: ○ 1AD ○ 2AD ○ ○ 3AD (P/SESSION)
- DISGUISES: ○ 1AD ○ 2AD ○ ○ 3AD (P/SESSION)
- CLIMBING: ○ 1AD ○ 2AD ○ ○ 3AD (P/SESSION)
- DECEPTION: ○ 1AD ○ 2AD ○ ○ 3AD (P/SESSION)
- BACKSTABBING: ○ DAGGER → ○ SHORT SWORD
 - +1 ○ +2 ○ ○ +3 COMBAT DMG (x2 OUT OF COMBAT)
- TRIPLE CRITICAL DAMAGE: ON [6+6] RESULT
- LOOTMASTER (1 ITEM VALUE): ○ +30% ○ +50% ○ +100%
- CREATE YOUR OWN:

EQUIPMENTS:

WEAPON 1:

WEAPON 2:

ARMOR:

SHIELD:

AMMO:

INVENTORY:

1-

2-

3-

4-

5-

LEVEL ADVANCEMENT: 1 POINT •

○○○ +1 HP OR ATTRIBUTE (MAX: +3)

○○○ REMOVE 1 LEVEL OF SHADOW

○○○○○○○○ SKILL/IMPROVEMENT