

Name _____ lvl ____ Player Name _____

Exploration Skills

Awareness (Will)		<input type="checkbox"/> Listen	<input type="checkbox"/> Spot	<input type="checkbox"/>	<input type="checkbox"/>
Avoidance (Fin)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (Str)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misdirection (Pres)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Health (Fort)		<input type="checkbox"/> First Aid	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth (Fin)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Problem Solving Skills

Animal Handling(Pres)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Brawling (Str)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Investigation (Int)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mysticism (Will)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navigation (Int)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tinkering (Ing)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Social Skills

Authority (Pres)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Environment Resist (Fort)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Insight (Cha)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Manipulation (Ing)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Persuassion (Cha)		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapon Skills

	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Setting Specific Skills

	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

STR		INT				
2	3	4	5	6	7	8
9	10	J	Q	K		

FIN		ING				
2	3	4	5	6	7	8
9	10	J	Q	K		

Notes

FORT		WILL				
2	3	4	5	6	7	8
9	10	J	Q	K		

PRES		CHA				
2	3	4	5	6	7	8
9	10	J	Q	K		

Face Card

Face Card

Face Card

Resist Mental

(Will)

Charmed

Feared

Mad

Stunned

Taunted

Awareness

**Health**

Avoidance



Armor



Movement

Resist Physical

(Fort)

Downed

Immobilized

Paralyzed

Poisoned

Weakened

Max

Recovery

Max

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c22 system
www.c22system.com

Current Status**Weapons**

Range Weight Type

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	Acc	D
D		
	Acc	D
D		
	Acc	D
D		

Cast Magic ♦ ()

Styles

Mods

Cast Magic ♠ ()

Styles

Mods

Cast Magic ♥ ()

Styles

Mods

Cast Magic ♣ ()

Styles

Mods

Armor**Other Equipment****Basic Manuever****Enhanced Manuever****In combat, on your turn:**

- Draw two cards and assign 1 as the manuever card.
- 2 attack actions
- 2 movement actions
- 1 reaction

Short rest: Spend 1 hour,
gain 1 recovery point

Long rest: Spend 8 hours,
Recover 10 removed cards, Heal
all health, Gain up to 3 recovery
points

When you take damage, you
can choose to **soak**. You remove
any number of cards from the
top of your deck from the game,
and ignore 1 damage per card.
If you draw a black joker, you
do not ignore 1 of the damage
this soak. Jokers are never
removed from the deck.

Reactions can only be used on another
character's turn. Check the reactions you know

- ☐ **Parry** - Reduce damage w/sword
- ☐ **Dodge** - attempt to avoid an attack
- ☐ **Block** - Reduce damage w/shield
- ☐ **Shake it Off (R)** - Ignore status
- ☐ **Adrenaline Rush(R)** - Gain temporary health
- ☐ **Advance** - Move forward
- ☐ **Grab** - stop movement of enemy
- ☐ **Exploit Opening** - attack moving enemy

Recovery actions are the only way of
recovering health. Check the recovery actions
you know:

- ☒ **First Aid (R)** - Large heal, takes time
- ☐ **Adrenaline Rush(R)** - Gain temporary health
- ☐ **Shake it Off(R)** - ignore status
- ☐ **Comfort(R)** - heal ally, remove status
- ☐ **Rally(R)** - Heal all allies
- ☐ **Recuperate(R)** - Heal self