



Character Name _____

Race _____

Background _____

Size _____

Level Traits

+1 per 3 Sessions
1 Trait per Lv

Level +3 + = _____

Level +3 + = _____

Strength Traits

Reflexes

Movement

Focus

Intelligence

Willpower

(0-5) Total (18)

Everday Skills Traits

Persuasion (Int) -2/+1+ = _____

Leadership (Str) -2/+1+ = _____

Streetwise (Int) -2/+1+ = _____

Pathfinding (Int) -2/+1+ = _____

Stealth (Ref) -2/+1+ = _____

Resolve (Wil) -2/+1+ = _____

Physical (Str/Ref/Mov) -2/+1+ = _____

Awareness (Foc) -2/+1+ = _____

Education Skills Traits

Apothecary -2/+1+ = _____

Philosophy -2/+1+ = _____

Heraldry -2/+1+ = _____

Stewardship -2/+1+ = _____

Construction -2/+1+ = _____

Metallurgy -2/+1+ = _____

Fauna -2/+1+ = _____

Forestry -2/+1+ = _____

Personal Combat Skills Traits

Finesse -2/+1+ = _____

Brawn -2/+1+ = _____

Range -2/+1+ = _____

Tactical -2/+1+ = _____

Current Resources

Current Renown

Gained Spare Time Points

Spent Spare Time Points

Gain 1 STP each Session

Spare Time Rolls Trade Goods Healing

Money Levy Study Crafting

Gained Knowledge

Spent Knowledge

◆ Starting Value ◆ Perk ◆ Complication ◆ Knowledge

Equipment Slots Outfit + =

1. _____ 7. _____

2. _____ 8. _____

3. _____ 9. _____

4. _____ 10. _____

5. _____ 11. _____

6. _____ 12. _____

Carried by a Companion

1 Carry Space = 2 Equipment Slots.
Non-Large, Non-Trade = 0 Space.

1. _____

2. _____

3. _____

4. _____

5. _____

Perks _____

Complications _____

Languages Totalt _____

Study

12t Acquire 1 Study Unit

10t Study with Another

Monetary Trade Goods

Equipment Slots 1 2 3 4 5 6 7 8 9 10

Loot

Treasure

Priceless

Potions

Quality

Arcanium +4t

Wylding +4t

12t Acquire 2 Rare Trade Goods

Auto Sell 4 Monetary +1 Current Resource.

14t Sell 8 Production +1 Current Resource.

Auto Sell 2 Trade Boxes or 1 Treasure Trade Box +2 to a failed roll.

Strong Hit

Requirements

Result

Effort _____ Does not Req Hit or Success _____ You may re-roll a single die from this Roll. _____

FRAGGED KINGDOM Combat Sheet

Body Attributes

Str
Ref
Mov
Foc
Int
Wil

Head Attributes

1
2
3
4
5
6

Attribute Damage

Endurance Damage & Effects

-Attribute = Bleeding
-5 Attribute = Death
Gain Condition to Avoid Death

Combat Order

Int+ =

Overburdened

Each point your Str is under items Weight

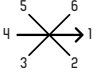
- Defence

Max Momentum

Foc+ =

Splash Scatter

Scatters distance = 1d6 in a random (roll 1d6) direction. Weapons with 'Splash' Keyword only.



Defence vs Tackle

10+Ref+Cover+ =

Def+Str+ =

Body Armour
Head Armour
at 0 Endurance



Endurance

10+(Str x5)+ =

Recovery

Foc+ =

Adjacent to an Ally
Reduce all End Dmg by 2

1) Light Cover
+Int Defence

2) Heavy Cover
+Int x2 Defence

3) Entrenched. +Int x3 Defence
Immune to Critical Hits if you have Endurance.

| Outfit | Defence | vs Tac | Body Armour | Head Armour | at 0 End | Endurance | Slots | Weight | Type & Variations | Acquire | Resources |
|--------|---------|--------|-------------|-------------|----------|-----------|-------|--------|-------------------|---------|-----------|
| | | | | | | | | | | | |

Utility Items

Acquire Resources

Weapons

Hit (+Skill)

Range

Max Rng

Ideal Rng

End Damage

Crit Damage

Ammo

Load

Weight

Weapon Type & Variations

Acquire

Resources

| | | | | | | | | | | | | |
|-------|---|---|---|-----|---------|---|----------|---|---|---------|------|---|
| Limbs | * | 1 | 1 | 1st | Str-2** | 1 | Infinite | - | - | Tackle. | Auto | - |
|-------|---|---|---|-----|---------|---|----------|---|---|---------|------|---|

Natural, Small, Blunt. *Hit +Str with Tackle Action. **+2 End Dmg OR +7 Max Rng if you have a improvised Weapon (torch, sword hilt, chair or stick).

| | | | | | | | | | | | | |
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Used Ammunition

| | | | | | | | | | | | | |
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| | | | | | | | | | | | | |
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Defence Armour Movement Bodies

Used Ammunition

Strong Hit

Requirements

Result

| | | |
|----------------|---|--|
| Critical Hit | May Crit OR vs 0 Endurance, Hit, 1 use per Attack (unless Ship) | Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute. |
| Critical Boost | Does not Req Hit | +1 Critical Damage for this Attack vs all Targets with 0 Endurance. |
| Effort | Does not Req Hit or Success | You may re-roll a single die from this Roll. |
| | | |
| | | |
| | | |

FRAGGED KINGDOM Holding Sheet

Holding's Name _____

Renown Cost = _____
Traits

Levy Roll (16 -Peasants) - = t
 Secure Cargo Space Prosperity + =

Attributes

| | | | | |
|---|-------|----------|--|--|
| Fields Woods Hills Prosperity Security Loyalty | Total | Max (16) | | |
| | Total | Max (16) | | |
| | Total | Max (16) | | |
| | Total | Max (16) | | |
| | Total | Max (16) | | |

Calculated Stats

| | | | | | |
|----------|-------------|--|---|--|----------------------|
| Wealth | Pro + Sec + | | = | | <small>Total</small> |
| Peasants | Pro + Loy + | | = | | |
| Soldiers | Sec + Loy + | | = | | |

Mass Combat Dice

| | | | | |
|----------------|---------------|--|---|--|
| Unskilled | Peasants +2 + | | = | |
| Skilled | Soldiers + | | = | |
| Veteran/Ranged | Soldiers -3 + | | = | |

Produce Trade Goods

| | | | |
|---|----------------------|--------------------|-------|
| Cargo Space | 1 2 3 4 5 6 7 8 9 10 | Gained per Session | Total |
| Food | | Fields x2 + | |
| Herbs | | Fields -2 + | |
| <small>2 Herbs may be exchanged for 1 Potion or Food.</small> | | | |
| Lumber | | Woods x2 + | |
| Beasts | | Woods -2 + | |
| <small>2 Beasts may be exchanged for 1 Food & Lumber.</small> | | | |
| Stone | | Hills x2 + | |
| Ore | | Hills -2 + | |
| <small>2 Ore may be exchanged for 1 Treasure or Stone.</small> | | | |

Monetary & Rare Trade Goods

| | | |
|------------------|---------------------|--|
| Cargo Space | 1 1 1 2 2 2 3 3 3 4 | |
| Loot | | |
| Treasure | | |
| Priceless | | |
| Potions | | |
| Quality | | |
| Arcanium | | |
| Wylding | | |

Strong Hit

Requirements

Result

Mass Damage

Success, Mass Combat

The GM removes 1 Combat Die that your opponent has contributed to this Combat (Stacks). This does not change who won this Combat Skill Roll.

Effort

Does not Req Hit or Success

You may re-roll a single die from this Roll.

Buildings, Mass Combat Dice & Notes:

Map



Repair

| | | | | | |
|-----|--------------------------------------|-----|---|-----|---|
| 12t | Alter: Retro Spend 2 Food. | 14c | Quick-Fix: Heal 1 or repair 1 Building. Spend 1 Lumber or Stone. | 16c | Restore: Heal all 2 and repair 1 Building. Spend 2 Lumber and Stone. |
|-----|--------------------------------------|-----|---|-----|---|

Levy (16 - Peasants)t May be performed once a week per PC, per Holding.

| | |
|------------------|--|
| Oppress | Gain Loot = Wealth +2. Reduce your Current Renown by 1. |
| Tax | Gain Treasure = Wealth -2. |
| Work | Fields, Woods or Hills produce Trade Goods again. |
| Muster | Costs 1 Food. Gain a Retainer. |
| Develop | Reduce your Fields, Woods or Hills Max by 1. Increase your Fields, Population or Security Max by 1. |
| Transport | Move 10 Trade Goods from this Holding or move 5 Trade Goods to this Holding. |

Mass Combat Dice Types

| | |
|----------------------|--|
| Unskilled | If involved in a melee and a "1" is rolled: remove that Combat Die from this combat. |
| Skilled | Standard rules. |
| Veteran | Rolls of "5 or a 6" count as a Strong Hit. Resistant to Ranged Combat Dice. |
| Leader | May bring back an Unskilled Combat Die. |
| Ranged | Strong Hit: Mass Damage may affect non-Veteran dice that are not currently contributing to the current Combat Skill Roll. |
| Long Distance | May only be removed from the combat with the GMs permission (ie: it is engaged in a melee or by Ranged Long Distance). |
| Siege | May remove Solid Defence Combat Dice. |
| Defence | May only be used if your opponent is assaulting your position. Able to contribute to multiple Combat Skill Rolls per round. A single source may not grant you more than 4d6 at any one time. |
| Solid | May only be removed by Siege Combat Dice. |

Regaining Ammo Or at a Holding or suitable vendor, or regained from the environment (ie: defeated foes).

| | |
|--|--|
| Thrown | At the end of each Combat (or mid-combat with the GMs permission). |
| Bow | Regain 1d6 Ammo at the end of each Combat. |
| Potions/Alchemy/Wyld | Gain access to a suitable Workshop (or spend a Potion Trade Box). |
| Enchantment | At the end of your game session. |
| Companions/Mounts/Summons/Retainers | When the GM says it is appropriate. |

Healing

| | | | |
|----|---|------------|--|
| 10 | First Aid: Stops Bleeding May be performed during Combat. | 12t 12t | Extended Care: Heal all 1 and 1 Condition (GM permission). Requires: Toolkit. |
| 12 | Patch-Up: Heal any 3 Damage dealt that Combat. Maximum of 1 Patch-Up per 4 Characters. Requires: Toolbox. | 16t | Surgery: Heal one 8 and 1 Condition (GM permission). Requires: Workshop. |

Personal Combat Effects

| | |
|-----------------------|--|
| Grabbing | As with Grabbed Effect but may remove as a Free Action. |
| Limited Vision | Targets gain: Light Cover or Heavy Cover (Blind, Pitch Black). |
| Prone | Cost 3 Movement to Change. Moving one space costs 2 Movement while Prone. You create no Zone of Control. |
| Stealthed | May not be Targeted. Lost if you make a visible attack or lose Cover. |

Tackle Effects

| | |
|----------------|--|
| Escape | Remove Grabbing Character Effect from your Target. |
| Grabbed | -1 Action per Turn. May Move with Target if you have higher Str. |
| Push | Target is forced to move 2 spaces directly away from you. |
| Trip | Target goes Prone. Target is forced to move 1 space in any direction. |

Non-Combat Travel Max Travel Distance = 10 days per spare Slot.

| | |
|--------------------------|---|
| Starvation | Per 2 full days you're without Supplies. Each PC takes 1 Damage (no Armour) to a random (1d3) Attribute. Each Companion loses 1 Body, down to a minimum of 3. |
| Hunt & Gather | -50% Daily Travel Distance for 4 days. Spare Time Roll (GM sets difficulty) to regain Supplies. |
| Push Forward | +200% Daily Travel Distance for the first day. -50% Daily Travel Distance for future days. Supplies consumed 6 days faster. |

| | |
|-----------------------------|---|
| +0% to +100% Speed | Along a river, mounted (but with no wagons) and/or road. |
| +100% Speed | Mounted (but with no wagons) and/or road. |
| +100% to +400% Speed | Ship. |
| -25% Speed | Scarce hunting, gathering and/or water, sickness, many wounded, wagon, large group by land and without a road, dense foliage, mountains, desert, etc... |
| -50% Speed | Dense foliage, mountains, desert, etc... |

Companion Combat Actions, 1 per Turn

| | | | | | |
|---|--|-------------------------------|--|---|---|
| Companion Attack Move, Attack, May Crit | +1d6 Hit per Attacking Body. +1 End Dmg per Attacking Body. Momentum 1: Your next Attack gains +1d6 Hit. | Companion Prep Move | Reload a Weapon or make a Skill Roll (eg: Stealth). Roll +1. No bonuses from other sources. | Mount Attack Attack, May Crit | Hit: +WIL Momentum 1: Your next Attack gains +1d6 Hit. |
|---|--|-------------------------------|--|---|---|

Personal Combat Actions, 2 per Turn

| Tactical Actions | | Defensive Actions | | Offensive Actions | |
|--|--|---|---|---|---|
| Encourage Move | Skill Roll. An Ally gains a Recovery. Momentum 2: Two Allies gain +1 Momentum. | Full Move Move | Move +2. Momentum 1: +2 Movement. Momentum 2: +1 Cover Step. | Assault Attack, May Crit | Hit: +Ref. On Hit: +1 Momentum. Momentum 2: Your next Attack gains +2d6 Hit. |
| Prepare | Pick 2: Move, Draw, Reload, Recover, Skill Roll. Set Up, Pull Down, +1 Momentum (once per Turn) or Alter your next Crit Location by +/-1. | Guard Move*, Attack | Move -1. Hit: +Ref. *In a 180° Arc in response to any Action. Momentum 2: +1 Cover Step. | Tackle Move, Attack | Hit: +Ref. On Hit: Apply 1 Tackle Effect. On Hit: Momentum 1: Apply +1 Tackle Effect. Momentum 2: Your next Attack gains +2d6 Hit. |
| Ready Attack Attack*, May Crit | Hit: +Ref. *In a 180° Arc in response to any Action. Momentum 2: Your next Attack gains +2d6 Hit. | Quick Strike Attack, May Crit | Hit: +Ref. Pick 1: Move, Draw or Reload. Momentum 2: Your next Attack gains +2d6 Hit. | Charge Move, Attack, May Crit | Move +2 (Straight Line). 3+ Movement towards a foe: +1 Momentum. Momentum 2: Your next Attack gains +2d6 Hit. |

Attack Roll Formula $\left[\begin{matrix} +3d6 \\ +Hit \end{matrix} \right]$ vs $\left[\begin{matrix} Targets Defence \\ Gain a free Critical Hit vs Targets with 0 Endurance. \end{matrix} \right]$

-2 per Rng Increment outside your Ideal Rng.