

# SIMPLE SIX

## MIGHT

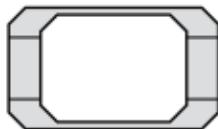


*Unarmed and base  
melee damage is  
equal to Might.*

## SKILLS

A diagram of a six-layered cylinder. The cylinder is represented by six horizontal lines of equal length. On the far left, the vertical edge of the cylinder is shown, featuring alternating light and dark grey vertical stripes. The top and bottom lines of the cylinder are also dark grey, while the four middle lines are light grey.

## AGILITY



WIT



A stack of six horizontal lines on a white background. Each line is a thin black horizontal line with a vertical gray margin line to its left. The stack is aligned to the left, with the top line starting at the top and the bottom line ending at the bottom. The lines are evenly spaced vertically.

## CHARM



## DEFENSES

DODGE  
BLOCK  
PARRY  
SOAK

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## ATTACKS & WEAPONS

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DAMAGE	RANGE
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.....	.....
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## WOUNDS

0-4  Stunned (-1D\*)  
 5-9  Wounded (-1D†)  
 5-9  Sev. Wounded (-2D†)  
 10-14  Incapacitated (-3D)  
 15-19  Mortally Wounded

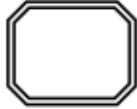
\* Characters are stunned for only a single round.

† When 5-9 damage is applied against an already wounded character, the character is severely wounded.

## PERKS & COMPLICATIONS

## GEAR

## HERO POINTS



## CHARACTER POINTS

