

SIMPLE SIX

SKILLS

MIGHT



Unarmed and base
melee damage is
equal to Might.

CHARACTER NAME

DESCRIPTION & NOTES

AGILITY



DEFENSES

DODGE

BLOCK

PARRY

SOAK

ATTACKS & WEAPONS

DAMAGE

RANGE

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.

WIT



PERKS & COMPLICATIONS

GEAR

CHARM



HERO
POINTS



CHARACTER
POINTS

