

Character Name:

Campaign:

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Talent			Extraordinary Talent		
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Aim	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Athleticism	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Communication	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Defense	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fortune	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Instinct	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Knowledge	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sneak	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Vitality	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wit	<input type="checkbox"/>	<input type="checkbox"/>

Game Group:

Game Name:

Game Master:

"**Dice Groups**" are groups of up to four, six-sided dice that are used to make checks. You can normally add a die to a Dice Group by spending an Experience Point. A "**Die Penalty**" subtracts dice from a check.

A "**Standard Check**" is when you roll your Dice Group and choose the highest die. An "**Opposed Check**" is when you add them up when rolling against other dice.

An "**Inverse Check**" is for rolling the lowest total possible. So if you have four dice, you actually roll one. If you have one die, then you actually roll four. A "**Power Check**" is a Standard Check, but if you fail it, you temporarily lose a die from that group.

"**Talents**" are Dice Groups that come with one die each. Unless otherwise specified, a Talent cannot have fewer than one die in it. Each character has the following Talents:

Aim | Athleticism | Communication | Defense | Fortune
Instinct | Knowledge | Sneak | Vitality | Wit

An "**Extraordinary Talent**" is a Dice Group that can do the extraordinary versions of what the Talent can do. They can be used to do whatever the GM allows.

"**Buffing/Debuffing**" is where you influence someone else's check, by making it better or worse. To do this, roll the same dice group as they are, and either replace their lowest die with your highest die, or replace their highest die with your lowest die. You can do this as an Act on your Turn (Read about that later) or you can give up your whole Turn to do this to each of their checks. If you Debuff, or make the check worse, you have to roll a check against their dice roll to see if you can Debuff them.

Use Wit when using "**Tools or Equipment**".

Each character has a "**Turn**" in Turn order. You can do things on your Turn until you fail. Each thing you do ("**Act**") has a Die Penalty equal to the number of things you have already done on that Turn. You can "**Prepare**" the first Act of your Turn. You can use that Act at any time before your next Turn.

"**Advantage and Disadvantage**" is when you reroll the lowest/highest die until it is higher/lower than it was before.

The GM uses the "**Fortune Talent**" like flipping a coin to see if something will work out like you want it to.
Player: "Hey GM, is there a fire-escape?"
GM: "Make a Fortune Check"
Player: *Makes Successful Check*
GM: "Then yes, there is a fire-escape".

Each day roll your "**Fate Dice**" (Fortune & Extraordinary Fortune) and erase old ones. You can replace a check die with one of these numbers. A number can't be used twice.

A "**Full Rest**" is 8 hours of sleep. A "**Field Rest**" is 4 hours of sleep. A Field Rest can prevent exhaustion from not sleeping (Lose one point in each Talent). A Full Rest can, cure Exhaustion, heal Injuries equal to the dice in your Vitality Talent, and cure Traumatization.

When you "**Attack**" another character, you do so with a valid weapon (GM discretion) using either your Aim or Athleticism Talents against your target's Defense Talent (The GM decides if an attack is possible and/or effective). If they fail this "**Defense Check**", then they must make a "**Harm Check**".

A Harm Check is rolling your Vitality Talent and choosing the highest die. If it is a success, then one of your Talents (Besides Vitality) loses a point ("Injury"). If it is a failure then Vitality is injured instead. If Vitality is injured when you only have one die, then you must roll to "**Cheat Death**". This means you roll one die. If it is 4-6, you become unconscious and Traumatized (Lose all points in all Talents) instead of dying, otherwise you die.

A successful attack that is "**Greater than 20**" causes the defender's Harm Check to fail automatically.

When "**Dual Wielding**" tools or weapons, you negate one Die Penalty by alternating using each one.

You can "**Buff your own Defense**" Checks.

You can "**Target**" a Dice Group or a worn/carried object for a -5 to the attack.

When you attack an "**Unguarded**" target, they can't use the Experience Points in their Defense Talent. As well, you may use your Sneak Talent to attack them. When you attack while "**Unseen**" your target counts as Unguarded for one attack.