

WORLD'S EDGE

Character Name		Age	
Player Name		Gender	
Game Master		Height	
Race		Weight	

Physical Description	
Personality	

ATTRIBUTES

	Stat	Apt. Bonus		Stat	Apt. Bonus
Strength		+/-	Charisma		+/-
Stamina		+/-	Willpower		+/-
Dexterity		+/-	Magic Talent		+/-
Perception		+/-	Faith		+/-

COMBAT

Actions	
Initiative	
Combat Sprint	ft
Full Move	ft
Base Leap	ft
Combat Veteran	

CASTING

Cast Chance	
Meditation	/ hr
Cleric's Favor	
Spell Power	

COMBAT FORMS

Weapon and Fighting Style	Parry	Dodge	Defense	Missile Defense	Accuracy (melee/ranged)	Damage	Weapon Speed
<i>Base Combat Statistics</i>	2	+ 4	= 6	0	8 / 6	-	-
		+	=				
		+	=				
		+	=				
		+	=				

HEALTH

Blood Pool:	
Wound Threshold	□□□□□□□□□□□□
Head - <i>Armor</i> :	□□□□□□□□□□□□□□□□
Chest - <i>Armor</i> :	□□□□□□□□□□□□□□□□ □□□□□□□□□□□□□□□□
Abdomen - <i>Armor</i> :	□□□□□□□□□□□□□□□□ □□□□□□□□□□□□□□□□
Right Leg - <i>Armor</i> :	□□□□□□□□□□□□□□□□
Left Leg - <i>Armor</i> :	□□□□□□□□□□□□□□□□
Right Arm - <i>Armor</i> :	□□□□□□□□□□□□□□□□
Left Arm - <i>Armor</i> :	□□□□□□□□□□□□□□□□

WOUNDS

Level	Type and Body Part	Status Effect	Bleed	Heal Time (days)
□□□				
□□□				
□□□				
□□□				

DICE MECHANICS

Saves: roll a number of D6s and add up the results. If your score is equal or less than your statistic, you succeed. The lower your roll, the better the result.

Attacking / Defending: roll your accuracy / defense in D10s, count successes (the dice which score 7 or higher)

Defending against Ranged Attack: roll your dodge in D10s, count successes (the dice which score 5 or higher)

Damage: roll damage in D10s against armor, count successes (the dice which score equal to or higher than the armor rating)

Spell Casting: roll D20; you succeed if the die rolls equal or less than cast chance

EXPERIENCE

Edge Pts	Any XP	Broad XP	Marital XP	New Skills XP
----------	--------	----------	------------	---------------

WORLD'S EDGE

Wealth	Copper Pennies		
	Silver Shillings		
	Gold Marks		

Armor	Helmet		Legs	
	Chest		Arms	
	Abdomen		Shield	
Carried On Person	Heavy Gear		Light Gear	
Backpack, Sack or Bag	Light Gear		Small Gear	
On Mount or Beast				
In Residence				
Storage				
Debts and Credits				
Other				WORLD'S EDGE