

VAGABONDS OF DYFED

CHARACTER CONCEPT

LEVEL

TRAITS

Sum relevant positive and negative traits to determine **aptitude** (max +3, min -3)

MY APPROACH TO CONFLICT:

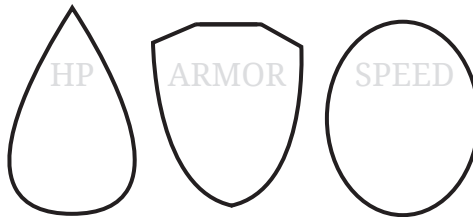
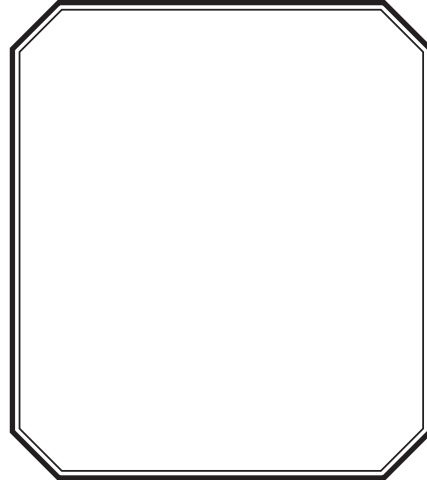
MY GOAL:

MY GIMMICK:

MY BACKGROUND:

MY FOREGROUND:

MY WEAKNESS:



CORE FLAW

Once per session, use to wriggle into or out of trouble, or **succumb** for +3xp

LINEAGE

TECHNIQUES

EQUIPMENT

-1 speed for each loaded-down limb and point of armor; at -7, you are immobilized

INJURIES