

## Lara Croft's Tomb Raiders

**Player:** \_\_\_\_\_  
**Missions:** \_\_\_\_\_ **Hire Date:** \_\_\_\_\_

ATTRIBUTES		QUALITIES		Benefits	TALENTS	Benefits
Brawn	2	Grit	□□□□	Reduce incoming wound or stun by 1	<u>Mystery</u>	+2> to deceive; resist investigation with >+1 (p23)
Endurance	2	Tenacity	□□□□	Hang on or keep going		
Quickness	4	Reflex	□□□□	Dodge attack or trap (reduce by 1ū)		
Perception	3	Alertness	□□□□	Spot one hidden thing nearby		
Cleverness	2	Intuition	□□□□	Gain a hint or clue from RM		
Will	2	Mettle	□□□□	Act, or resist forced action (one action)		
Destiny	1	Spirit	□□□□	Activate a talent	↑Spend S to use talent benefits	

ACADEMIC Skills		Known Languages	
Geography	0	(English)	
History	0		
Interpretation	0		
Languages	0		
Mythology	0		

BATTLE Skills		GEAR		Bulk	
Evasion	1	Clothing			
Gunplay	0	Travel Kit			
Hand-to-Hand	2	2 Knives			½
Tactics	0	Flashlight			½
Throwing	1				

<b>CRAFT Skills</b>		<i>Small Pack</i>	<i>1 (-2)</i>
<b>Construction</b>	<i>1</i>	<i>Tech's toolkit</i>	<i>(½)</i>
<b>Electronics</b>	<i>1</i>	<i>Camera Kit</i>	<i>(½)</i>
<b>Mechanics</b>	<i>2</i>	<i>Security Kit (+1&gt;)</i>	<i>(½)</i>
<b>Repair</b>	<i>1</i>	<i>1 Food Ration</i>	<i>(½)</i>
<b>Security</b>	<i>5</i>		

<b>EXPLORATION Skills</b>			
Medic	0		
Navigation	1		
Observation	1		
Searching	3		
Stealth	3		

TRAVERSAL Skills			
Balancing	2		
Climbing	2		
Leaping	2		
Swimming	1		
Swinging	3		

UTILITARIAN Skills			
Boating	0		
Demolitions	0		
Driving	0		
Flying	0		
Heavy Weapons	0		
Research	0		
Riding	0		
Science	0		
Socializing	0		
Tech	2		
		<b>Total Burden</b>	2
		<b>Penalty?</b> <input type="checkbox"/> Q-1	<input type="checkbox"/> T- _____

ADVANCED Skills		Tricks, Benefits, Notes (Choose one skill or the other for your starting character)
<u>Infiltration (p94)</u>	1	<u>Include Infiltration ranks in tests to interact with a lock, alarm, or trap (+1 on one rolled die)</u>
		<u>Locksmith: Boost (+2&gt;) tests to manipulate a lock_orlock-related security device</u>
OR		
<u>Crimecraft (p100)</u>	1	<u>+1 Initiative bonus (per rank) for stealthy actions</u>
		<u>Stealthy Tinkering: Combined stealth &amp; craft: Test both without penalty; if you auto-succeed craft, boost (+2&gt;) Stealth</u>

COMBAT		
Defense	4	Hit if $\checkmark$ skill > Defense Optional <i>Precision</i> Damage = $\checkmark$
Resilience	2	Wounds = $\checkmark$ Damage > Resilience Batter = Damage* - $\checkmark$
Concentration	2	*+1 if current Wounds exceed Stun Stun = Batter - Concentration

WOUNDS		STUN: Spend Qualities or Suffer Penalties		
<input type="checkbox"/> 1		Knocked Back	1 <input type="checkbox"/> (G)	Moved 1 step, each hit
<input type="checkbox"/> 2		Interrupted	2 <input type="checkbox"/> (I)	-1 Initiative
<input type="checkbox"/> 3		Unbalanced	3 <input type="checkbox"/> (R)	-1 Defense
<input type="checkbox"/> 4		Dazed	4 <input type="checkbox"/> (A)	-1> (for actions)
<input type="checkbox"/> 5	Incapacitated	Vulnerable	5 <input type="checkbox"/> (S)	-1 Resilience/resistance
Spend T: keep going		Knocked Out	6+ <input type="checkbox"/> (T)	Or spend M: act once

[illegible]

EXPERIENCE (2 basic skills/10 + any 2 skills/25 + 1 attribute/50)									
XP	Earn &	■■■■■	■■■■■	10	■■■■■	■■■■■	20	■■■■■	<u>25</u>
	Improve	■■■■■	30	■■■■■	■■■■■	40	■■■■■	■■■■■	<u>50</u>

# Lara Croft's Tomb Raiders

**Character:** Riley Everett **Home:** \_\_\_\_\_ **Age:** \_\_\_\_\_  
**Description:** \_\_\_\_\_

Riley Everett could break into any building. There was no safe that Riley couldn't crack. A recent job led Riley to something inexplicable, something that even now nags at the back of Riley's mind as "not right". Asking around, Riley learned that others have encountered similar mysteries. That chain of inquiry led Riley to Ancient Adventures, and a job to search for more mysteries. Maybe Riley will find some answers at last.  
*What did Riley find that raised this obsession?*

**Notes:**