

Lara Croft's Tomb Raiders

Player: _____
Missions: _____ **Hire Date:** _____

ATTRIBUTES		QUALITIES		Benefits	TALENTS	Benefits
Brawn	3	Grit	<div><div></div><div></div><div></div><div></div><div></div></div>	Reduce incoming wound or stun by 1	<u>Ancient Blood</u>	<u>Activate ancient power (p21)</u>
Endurance	3	Tenacity	<div><div></div><div></div><div></div><div></div><div></div></div>	Hang on or keep going	<u>Confidence</u>	<u>Re-roll all skill dice, for better or worse (p22)</u>
Quickness	2	Reflex	<div><div></div><div></div><div></div><div></div><div></div></div>	Dodge attack or trap (reduce by 1ū)	<u>Faith</u>	<u>Refresh Mettle, your faith's Mythology +1> (p22)</u>
Perception	1	Alertness	<div><div></div><div></div><div></div><div></div><div></div></div>	Spot one hidden thing nearby		
Cleverness	2	Intuition	<div><div></div><div></div><div></div><div></div><div></div></div>	Gain a hint or clue from RM		
Will	2	Mettle	<div><div></div><div></div><div></div><div></div><div></div></div>	Act, or resist forced action (one action)		
Destiny	3	Spirit	<div><div></div><div></div><div></div><div></div><div></div></div>	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	4	Clothing		
Gunplay	3	Travel Kit		
Hand-to-Hand	1	Handgun with 2 clips		½
Tactics	1	Rifle with 1 box ammo		½
Throwing	1			

CRAFT Skills		<i>Medium Pack</i>	<i>2 (-4)</i>
Construction	0	<i>Surgery Kit (+2>)</i>	<i>(1)</i>
Electronics	0	<i>Navigation Kit (+1>)</i>	<i>(½)</i>
Mechanics	0	<i>8 chem-lights</i>	<i>(½)</i>
Repair	2	<i>Water Filtration Kit</i>	<i>(½)</i>
Security	1	<i>6 Compact Food Rations</i>	<i>(1 ½)</i>

EXPLORATION Skills			
Medic	4		
Navigation	3		
Observation	1		
Searching	2		
Stealth	1		

TRAVERSAL Skills			
Balancing	2		
Climbing	0		
Leaping	0		
Swimming	0		
Swinging	0		

UTILITARIAN Skills			
Boating	1		
Demolitions	3		
Driving	2		
Flying	0		
Heavy Weapons	0		
Research	0		
Riding	0		
Science	0		
Socializing	2		
Tech	0		
		Total Burden	3
		Penalty? <input type="checkbox"/> Q-1	<input type="checkbox"/> T-_____

ADVANCED Skills		Tricks, Benefits, Notes (Choose one skill or the other for your starting character)
Field	1	Include Field Surgery ranks in Medic tests to bandage wounds shortly after they occur (+1 on one rolled die)
Surgery (p102)		Blunt Trauma: Boost (+2>) Medic tests to treat someone who fell, was crushed, or was hit with blunt weapons
OR		
Bodyguard (p83)	1	Valor: Effective +1 Will to resist fear and intimidation
		Guardian Tactics: Substitute Evasion for Tactics to make a defensive tactical plan

COMBAT		
Defense	2	Hit if ✓ skill > Defense Optional <i>Precision</i> Damage = ✓
Resilience	3	Wounds = ✓ Damage > Resilience Batter = Damage* - ✓
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 & Improve			10			20		25
			30			40			50

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Character: Jesse MacNamara Home: _____ Age: _____
Description: _____

Jesse MacNamara served as a field medic for four years, and saw some terrible things. An incident on the battlefield led to Jesse's discharge. Jesse wants to get away from crows, people, and battle. This job comes as a relief, a chance to get away, see some sights, and just protect people as dictated by conscience, not orders.

What was the incident that led to Jesse's early discharge?

Notes: