

HOODOO BLUES-L CHARACTER SHEET

Character Name _____ Character Class _____
Advantages & Disads _____

Special Bonuses _____
Hit Points _____ Histories _____

SKILLS

Diabolical (WIL) 00000 _____
Fortune (WIL) 00000 _____
Hands (WIL) 00000 _____
Native (WIL) 00000 _____
Protection (WIL) 00000 _____
Resolve (WIL) 00000 _____
Saints (WIL) 00000 _____
Arts (AWR) 00000 _____
Booklearning (INL) 00000 _____
Folk (INL) 00000 _____
Labor (INL) 00000 _____
Martial (INL) 00000 _____
Modern (INL) 00000 _____
Troublemaking (CHM) 00000 _____

ATTRIBUTES

ADJ 00000 _____
AGY 00000 _____
AWR 00000 _____
CHM 00000 _____
END 00000 _____
INL 00000 _____
SPD 00000 _____
STH 00000 _____
WIL 00000 _____
WIL (full penalty) 00000 _____
WIL (half penalty) 00000 _____

EQUIPMENT

_____ 00000 _____
_____ 00000 _____
_____ 00000 _____

COMBAT

Kill AV (WIL+AGY) _____ Ruin AV (INL+AGY) _____
Win: _____ (AVx2) Hit Point damage Win: _____ (AV) damage to AV's
Lose: _____ (AV/2x2) Hit Point damage Lose: _____ (AV/2) damage to AV's
Control AV (AWR+AGY) _____ Exhaust AV (STH+AGY) _____
Win: Protect from _____ (AV) damage Win: Protect _____ (AV) dmg, do _____ (AV) HP dmg
+opponent in hold +1 AV damage (unprotectable)
Lose: Protect from _____ (AV/2) damage Lose: Protect _____ (AV/2) dmg, do _____ (AV/2) HP dmg

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