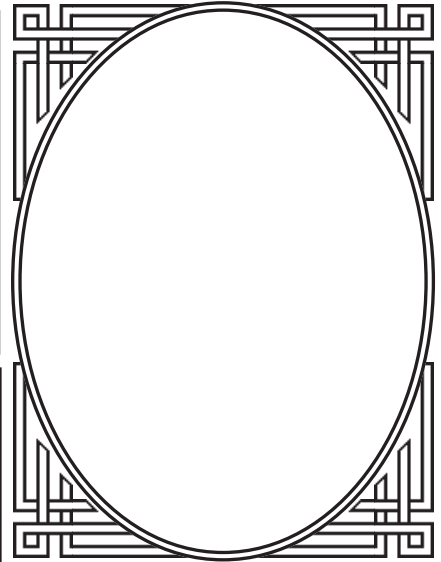


Name: \_\_\_\_\_  
 Player: \_\_\_\_\_ Series: \_\_\_\_\_  
 Cugel Series Level \_\_\_\_\_ Bonus size: 6

# The Dying Earth

General \_\_\_\_\_ Appearance \_\_\_\_\_  
 Facial Features \_\_\_\_\_  
 Hair (color, cut) \_\_\_\_\_  
 Notable Mannerisms \_\_\_\_\_  
 Costume \_\_\_\_\_  
 Upper \_\_\_\_\_ Lower \_\_\_\_\_  
 Gloves, belt, sash \_\_\_\_\_ Shoes, Boots, Hose \_\_\_\_\_  
 Coat, Cloak, \_\_\_\_\_ Hat \_\_\_\_\_



Possessions	Pts	Pts

Unspent Improvement Pts \_\_\_\_\_

Abilities	Style	Rating	Pool
Persuade	_____	_____	_____
Secondary	_____	_____	_____
Rebuff	_____	_____	_____
Secondary	_____	_____	_____
Attack	_____	_____	_____
Secondary	_____	_____	_____
Defense	_____	_____	_____
Secondary	_____	_____	_____
Health	_____	_____	_____
<input type="checkbox"/> Hurt <input type="checkbox"/> Down/Unconsc. <input type="checkbox"/> Dying/Dead			
Weapons	_____	_____	_____
Melee weapon	_____	_____	_____
Missile weapon	_____	_____	_____
Weapon	_____	_____	_____
Weapon	_____	_____	_____
Weapon	_____	_____	_____
Resistance	_____	_____	_____
Arrogance	_____	_____	_____
Avarice	_____	_____	_____
Indolence	_____	_____	_____
Gourmandism	_____	_____	_____
Pettifoggery	_____	_____	_____
Rakishness	_____	_____	_____



Ability	Rating	Pool
Appraisal	_____	_____
Athletics	_____	_____
Concealment	_____	_____
Craftsmanship	_____	_____
Driving	_____	_____
Engineering	_____	_____
Etiquette	_____	_____
Gambling	_____	_____
Imposture	_____	_____
Living Rough	_____	_____
Pedantry	_____	_____
Perception	_____	_____
Physician	_____	_____
Quick Fingers	_____	_____
Riding	_____	_____
Scuttlebutt	_____	_____
Seamanship	_____	_____
Seduction	_____	_____
Stealth	_____	_____
Stewardship	_____	_____
Tracking	_____	_____
Wherewithal	_____	_____

Abilities Coll \_\_\_\_\_ + Col2 \_\_\_\_\_ + Resist \_\_\_\_\_ + Poss. \_\_\_\_\_ + Other Side \_\_\_\_\_  
 Total points spent = \_\_\_\_\_ + Improvement Pts Spent \_\_\_\_\_ =

Taglines used this session \_\_\_\_\_  
 #1  #2  #3

## ☉ Magic ☿

### Style

Rating

Pool

Points (=ratingx2)

Spell	Range	Duration	Pts	Spell	Range	Duration	Pts

## ☉ Persuasion Vs. Rebuff ☿

STYLE	TRUMPS	TRUMPED By	STYLE	TRUMPS	TRUMPED By
Glib	Pure-Hearted	Obtuse	Pure-Hearted	Intimidating	Glib
Eloquent	Contrary	Wary	Contrary	Charming	Eloquent
Obfuscatory	Lawyerly	Penetrating	Lawyerly	Forthright	Obfuscatory
Forthright	Penetrating	Lawyerly	Penetrating	Obfuscatory	Forthright
Charming	Wary	Contrary	Wary	Eloquent	Charming
Intimidating	Obtuse	Pure-Hearted	Obtuse	Glib	Intimidating

## ☉ Attack Vs. Defense ☿

STYLE	TRUMPS	TRUMPED By	STYLE	TRUMPS	TRUMPED By
Strength	Parry	Vexation	Parry	Caution	Strength
Speed	Dodge	Misdirection	Dodge	Ferocity	Speed
Finesse	Sure-Footedness	Intuition	Sure-Footedness	Cunning	Finesse
Cunning	Intuition	Sure-Footedness	Intuition	Finesse	Cunning
Ferocity	Misdirection	Dodge	Misdirection	Speed	Ferocity
Caution	Vexation	Parry	Vexation	Strength	Caution

A character trying to use an ability against its trump suffers a levy of 1.

## ☉ Rules ☿

**Wallops :** If your ability **rating** exceeds your opponent's by at least 5 pts, you can spend 5 points from your **pool** to achieve whatever you desire. Opponent can only resist wallop with an illustrious success on his first roll

**Emptying a Pool :** When your pool is empty in any given ability, you can reroll. You suffer a penalty of 1 on each attempt to use the ability. If you should have suffered a levy, the penalty is 2.

**Initiative :** The character with the highest pool in the ability to be used start first. Roll dice in case of ties.

**Injuries :** Each time you are hit, you make a Health roll (you can reroll). In case of failure you suffer an injury

**Rerolls :** Dismal Failure: 2 points levy on your ability pool, plus 3 more if you re-roll (5 total to re-roll). Illustrious Success: Defender may pay 3 points to have an Illustrious success rerolled (The 2 points boon is then lost).

Magic rating \_\_\_\_\_ + Spells \_\_\_\_\_ = \_\_\_\_\_ (Enter this total on the other side)