


Name: _____

Player: _____ Series: _____

Cugel Series Level _____

Bonus size: 6

The Dying Earth

General _____ **Appearance** 

Facial Features _____

Hair (color, cut) _____

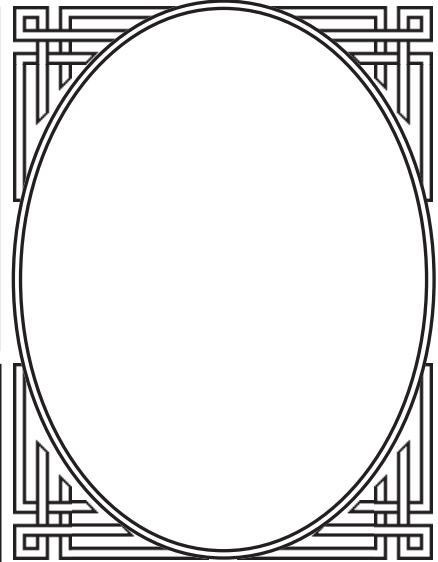
Notable Mannerisms _____

Costume _____

Upper _____ Lower _____


Gloves, belt, sash _____ Shoes, Boots, Hose _____

Coat, Cloak, _____ Hat _____



Possessions  Pts _____ Pts _____

Unspent Improvement Pts 

Abilities  Style _____ Rating _____ Pool _____ Ability _____ Rating _____ Pool _____



Persuade _____

Secondary _____

Rebuff _____

Secondary _____

Attack _____

Secondary _____

Defense _____

Secondary _____

Health _____

Hurt Down/Unconsc. Dying/Dead

Weapons _____

Melee weapon _____

Missile weapon _____

Weapon _____

Weapon _____

Weapon _____

Resistance 

Rating _____ Pool _____ Rating _____ Pool _____

Arrogance _____ Gourmandism _____

Avarice _____ Pettifoggery _____

Indolence _____ Rakishness _____

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

☯ Tweaks ☯	Ability & Style	Situation	Benefit

☯ 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)