MARSH GOONS

NAME: _____ LVL:____

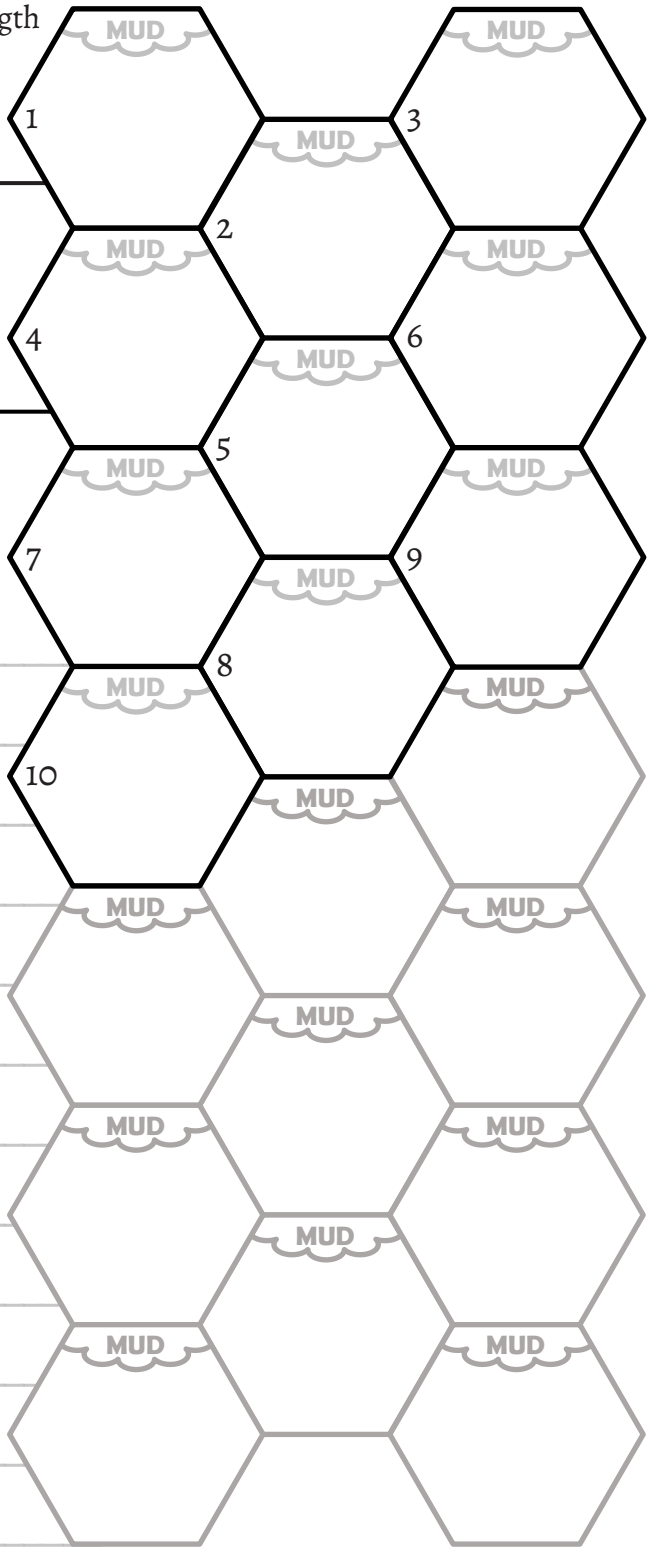
STORY: _____

_____

INVENTORY SLOTS

POWER		Smacking things, feats of strength
INSTINCT		Sneaking, aiming, balancing
KNOWLEDGE		Reading, perception, speaking
Starting HP: Max HP:		Curent HP:

For every filled Inventory Slot, subtract 1 from your Starting HP.
You can regain 1 HP by emptying a Slot.

Doing Stuff: Roll 2d6 + P / I / K + 1 if useful item?

9 or lower	**Failure**. Suffer (10 - your roll) to HP.
10+	**Success**. Deal (your roll - 10) damage.
12+	**Critical!** Deal (your roll - 10) damage.