The Dark Fantasy of Sundrah™

ABILITIES, LIMITATIONS AND MODIFIERS

List all abilities, limitations and modifiers gained from all racial and professional contours. Also list any permanent modifiers the character receives durring game play.

ADDITIONAL SKILLS

Skill	Attribute	Base	Current	Max.

EQUIPMENT

STAMINA

Absorb Damage
2 stamina = -1 damage

Increase Grapple
2 stamina = +1 grapple

Mighty Blow
2 stamina = +1 damage
(max bonus is equal to WP)

Move After
2 stamina = +1” movement

Pushed Movement
2 stamina = +1” movement
(max = half base movement)

Pushing Through
7 stamina = extra turn of action

NOTES

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