

# DRAGONHEAD

**HP:** \_\_\_\_\_ **STUN:** \_\_\_\_\_ **REGE:** \_\_\_\_\_ **BULK:** \_\_\_\_\_ **REST**



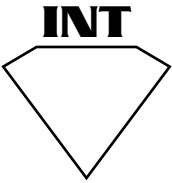
**SPI**

CLASS

BONUS



**MUS**



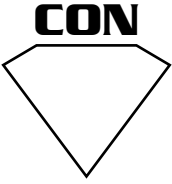
**INT**



**WIS**



**DEX**



**CON**

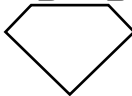


**CHA**

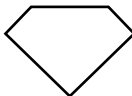


**AC**

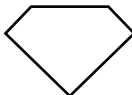
**Agility**



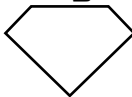
**Luck**



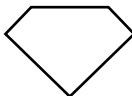
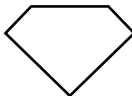
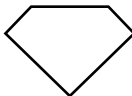
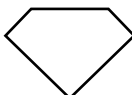
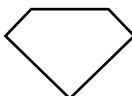
**Melee**



**Ranged**



**Throw**



**ARMOR:**

○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○

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②

③

④

⑤

⑥

⑦

**HINDERS:**

**MOVEMENT:**

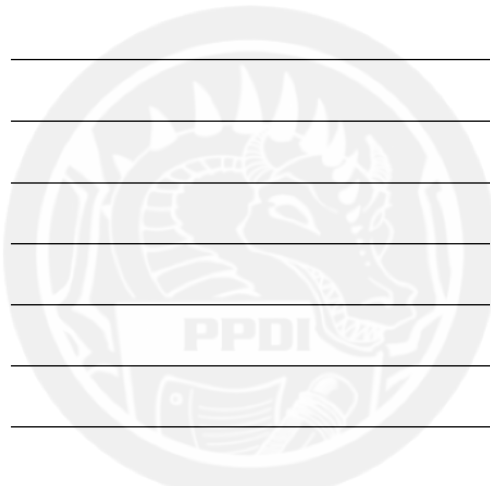
**ATTACKS**

**HIT**

**DMG**

**ASPECTS**

ATTACKS	HIT	DMG	ASPECTS
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____



**PERSONALITY:**

**ALIGNMENT:** G G G G G N N N N E E E E



### Hard & Easy

Triple Easy = +6  
Double Easy = +4  
Easy = +2  
Hard = -2  
Double Hard = -4  
Triple Hard = -6

### Risk Roll

Try = d20 + d6  
Try Hard = 1 Wear  
1 Extra Die  
Try Harder = 2 Wear  
2 Extra Dice  
Try Hardest = 3 Wear  
3 Extra Dice

### Sign Die

Critical = 20  
Bonus = 11 - 19  
Penalty = 2 - 10  
Stumble = 1

### Crash!

Strength  $\leq$  0

### Damage

Pierce = 1 wear  
Sharp = 2 wear  
Mixed = 3 wear  
Blunt = 4 wear  
Impact = 6 wear

**1 - 5**

0 Fail

**6 - 10**

½ Little

**11 - 15**

1 Average

**16 - 20**

2 Great

**21 - 25**

3 Terrific

**26 - 30**

4 Excellent

**31 - 35**

5 Incredible

**36 - 40**

6 Fantastic

**41 - 45**

7 Amazing

**46 - 50**

8 Stellar

**51 & up**

9 BOOM!

