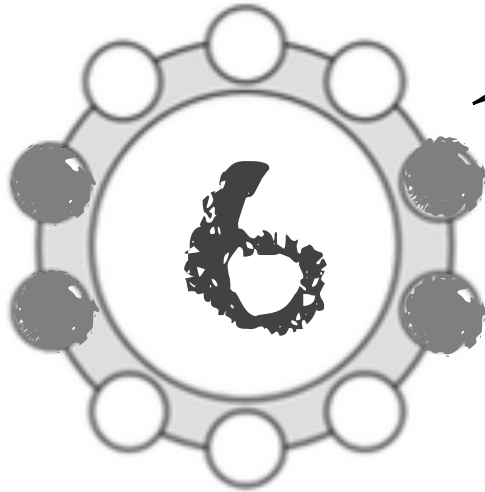
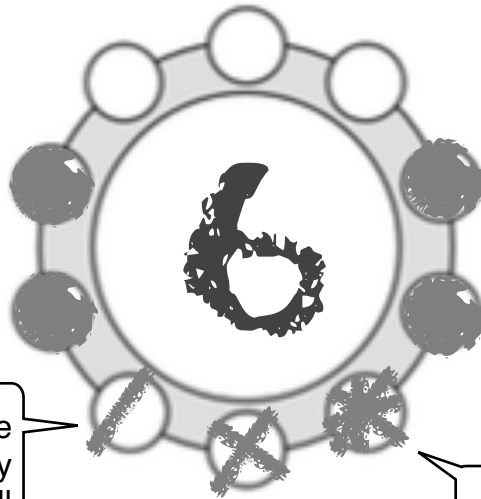


# BRAWN

These small circles indicate your current Attribute value. Fill in the circles you don't need.



# BRAWN

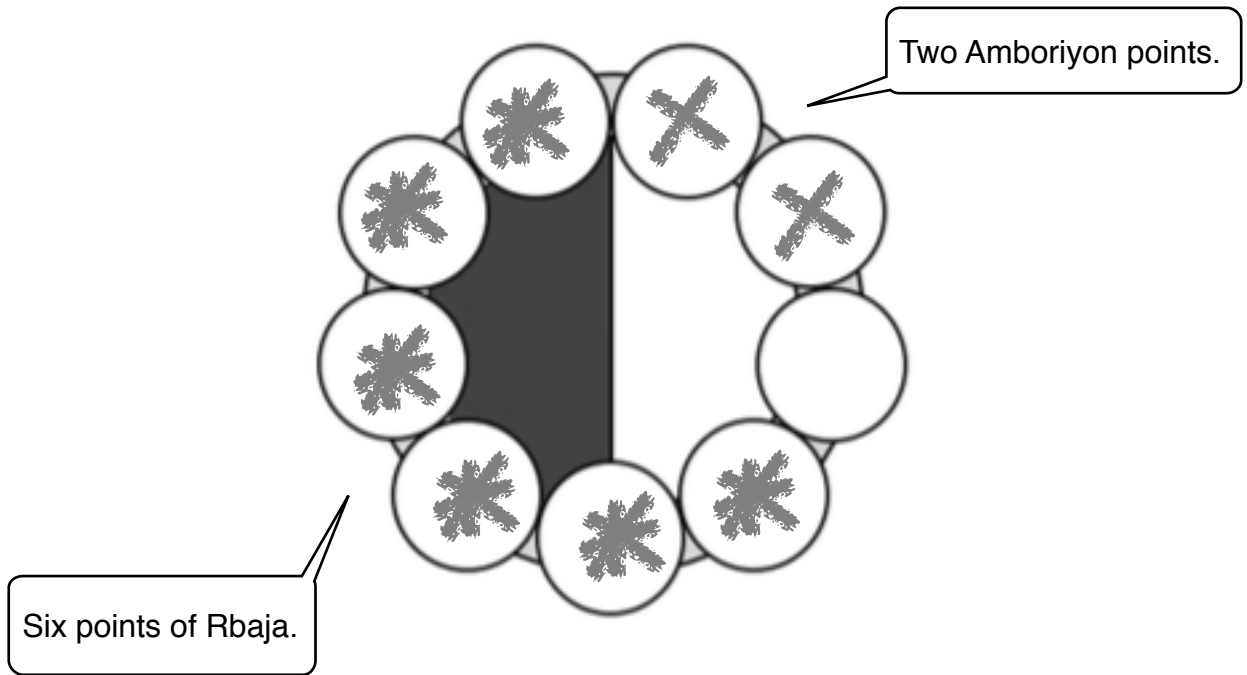


Put a single line through a circle when you take temporary damage, like fatigue from spell casting.

An asterisk is for the deadly stuff.

A cross is for 'non-lethal' damage, such as getting clubbed with a staff.

The colour point circle works in a similar way.  
Put distinctive marks in the circles for Amboriyon and Rbaja colour points.  
Amboriyon starts at the top right, Rbaja at the top left.



We put out character sheets in plastic sleeves and track all our damage and colour points on them in wipeable markers.