

## Lara Croft's Tomb Raiders

**Player:** \_\_\_\_\_  
**Missions:** \_\_\_\_\_ **Hire Date:** \_\_\_\_\_

ATTRIBUTES		QUALITIES		Benefits	TALENTS	Benefits
Brawn	2	Grit	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Reduce incoming wound or stun by 1	<u>Exceptional</u>	<u>May raise one attribute to 5 (p22, specify):</u>
Endurance	1	Tenacity	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Hang on or keep going		
Quickness	2	Reflex	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dodge attack or trap (reduce by 1ū)		
Perception	2	Alertness	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Spot one hidden thing nearby		
Cleverness	5	Intuition	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Gain a hint or clue from RM		
Will	2	Mettle	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Act, or resist forced action (one action)		
Destiny	1	Spirit	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Activate a talent	⬆Spend S to use talent benefits	

ACADEMIC Skills		Known Languages	
Geography	5	(English)	
History	1	French	
Interpretation	3		
Languages	1		
Mythology	1		

BATTLE Skills		GEAR		Bulk
Evasion	3	Clothing		
Gunplay	1	Travel Kit		
Hand-to-Hand	0	Big Gun +1 clip		½
Tactics	0	Lantern		½
Throwing	0			

<b>CRAFT Skills</b>		<i>Small Pack</i>	<i>1 (-2)</i>
<b>Construction</b>	0	<i>Water Filtration Kit</i>	<i>(½)</i>
<b>Electronics</b>	0	<i>1 Food Ration</i>	<i>(½)</i>
<b>Mechanics</b>	0	<i>Science Toolkit</i>	<i>(1)</i>
<b>Repair</b>	1		
<b>Security</b>	0		

EXPLORATION Skills			
Medic	1		
Navigation	2		
Observation	5		
Searching	3		
Stealth	1		

TRAVERSAL Skills			
Balancing	1		
Climbing	1		
Leaping	2		
Swimming	0		
Swinging	1		

UTILITARIAN Skills			
Boating	0		
Demolitions	0		
Driving	2		
Flying	0		
Heavy Weapons	0		
Research	1		
Riding	1		
Science	3		
Socializing	0		
Tech	0		
		<b>Total Burden</b>	2
		<b>Penalty?</b> <input type="checkbox"/> Q-1	<input type="checkbox"/> T-_____

ADVANCED Skills		Tricks, Benefits, Notes (Choose one skill or the other for your starting character)
Eye For	1	Include Eye For Detail ranks in test (Observation, Searching) to find clues (+1 on one rolled die)
Detail (p101)		Spot Hazards: Boost (+2>) test (Navigation, Searching) to actively look for hazards and ways to avoid them
OR		
Regional	1	Include Regional Expertise ranks in all Geography tests (+1 on one rolled die)
Expertise (p82)		Regional Contacts: One contact per rank, with specialization in one region. Once per chapter reach contact for an assist

COMBAT		
Defense	2	Hit if ✓ skill > Defense Optional <i>Precision</i> Damage = ✓
Resilience	2	Wounds = ✓ Damage > Resilience Batter = Damage* - ✓
Concentration	2	*+1 if current Wounds exceed Stun Stun = Batter - Concentration

WOUNDS		STUN: Spend Qualities or Suffer Penalties		
<input type="checkbox"/> 1	Knocked Back	1	<input type="checkbox"/> (G)	Moved 1 step, each hit
<input type="checkbox"/> 2	Interrupted	2	<input type="checkbox"/> (I)	-1 Initiative
<input type="checkbox"/> 3	Unbalanced	3	<input type="checkbox"/> (R)	-1 Defense
<input type="checkbox"/> 4	Dazed	4	<input type="checkbox"/> (A)	-1> (for actions)
<input type="checkbox"/> 5 Incapacitated	Vulnerable	5	<input type="checkbox"/> (S)	-1 Resilience/resistance
Spend T: keep going	Knocked Out	6+	<input type="checkbox"/> (T)	Or spend M: act once

[illegible]

EXPERIENCE (2 basic skills/10 + any 2 skills/25 + 1 attribute/50)									
XP	Earn &	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	10	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	20	<div><div></div><div></div><div></div><div></div><div></div></div>	<u>25</u>
	Improve	<div><div></div><div></div><div></div><div></div><div></div></div>	30	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	40	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	<u>50</u>

# Lara Croft's Tomb Raiders

Character: Taylor Dolor Home: \_\_\_\_\_ Age: \_\_\_\_\_  
Description: \_\_\_\_\_

Dr. Taylor Dolor has studied stonework all around the work. Taylor's field studies reveal that some ancient people knew how to shape stone with some very advanced techniques or tools. To understand how this worked, Taylor needs to discover more examples of this ancient stonework and study them. This job with Ancient Adventures promises just such opportunities.

*What is Taylor's current theory about how the ancients shaped stone?*

Notes: