

VICTORY - THE ROLEPLAYING GAME OF RESISTANCE

NAME

PLAYER

DESCRIPTION

ATTRIBUTES

☐

STRENGTH

☐

AGILITY

☐

ENDURANCE

☐

INTELLECT

☐

PRESENCE

☐

FORTITUDE

INITIATIVE

☐

+

☐

AGILITY + PRESENCE

WOUNDS

STUN

SKILLS

☐

ACTING

☐

ANIMAL HANDLING

☐

ATHLETICS

☐

DEFENSE (COMBAT*)

☐

DODGE (COMBAT*)

☐

DRIVING

☐

FIGHTING (COMBAT*)

☐

INSIGHT

☐

INTIMIDATION

☐

INVESTIGATION

☐

KNOWLEDGE

☐

MEDICINE

☐

NAVIGATION

☐

PERCEPTION

☐

PERSUASION

☐

PILOTING

☐

RANGED (COMBAT*)

☐

SECURITY

☐

SLEIGHT OF HAND

☐

STEALTH

☐

SURVIVAL

TECHNOLOGY

CORE DIE



KO

WOUNDS
+ STUN

0

1

2

3

4

5

LUCK DIE



FEELING
LUCKY

☐

OUT OF
LUCK