

## Lara Croft's Tomb Raiders

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

ATTRIBUTES		QUALITIES		Benefits	TALENTS	Benefits
Brawn	2	Grit	<div><div></div><div></div><div></div><div></div><div></div></div>	Reduce incoming wound or stun by 1	<u>Instinct</u>	<u>Refill Intuition/succeed saving roll (p23)</u>
Endurance	2	Tenacity	<div><div></div><div></div><div></div><div></div><div></div></div>	Hang on or keep going	<u>Spiritualism</u>	<u>+2&gt; dealing with mysterious things (p23)</u>
Quickness	1	Reflex	<div><div></div><div></div><div></div><div></div><div></div></div>	Dodge attack or trap (reduce by 1ū)		
Perception	3	Alertness	<div><div></div><div></div><div></div><div></div><div></div></div>	Spot one hidden thing nearby		
Cleverness	3	Intuition	<div><div></div><div></div><div></div><div></div><div></div></div>	Gain a hint or clue from RM		
Will	3	Mettle	<div><div></div><div></div><div></div><div></div><div></div></div>	Act, or resist forced action (one action)		
Destiny	2	Spirit	<div><div></div><div></div><div></div><div></div><div></div></div>	Activate a talent	⬆Spend S to use talent benefits	

ACADEMIC Skills		Known Languages	
Geography	1	(English)	
History	3	Greek	
Interpretation	2	Arabic	
Languages	3	Hebrew	
Mythology	3		

BATTLE Skills		GEAR		Bulk	
Evasion	1	Clothing			
Gunplay	0	Travel Kit			
Hand-to-Hand	0	4 Throwing Knives			½
Tactics	0	Flashlight			½
Throwing	2				

<b>CRAFT Skills</b>	-		
<b>Construction</b>	4	<i>Small Pack</i>	1 (-2)
<b>Electronics</b>	1	<i>Construction Toolkit</i>	(1)
<b>Mechanics</b>	2	<i>8 Chem-Lights</i>	(½)
<b>Repair</b>	3	<i>Computer</i>	(½)
<b>Security</b>	1	<i>Data Atlas (+1&gt;)</i>	-
		<i>Encyclopedia (+1&gt;)</i>	-

EXPLORATION Skills			
Medic	0		
Navigation	1		
Observation	2		
Searching	2		
Stealth	0		

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

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

ADVANCED Skills		Tricks, Benefits, Notes (Choose one skill or the other for your starting character)
Ancient Civilization (p77)	1	Automatic information about ruins/objects (page 77): Origin recent/ancient/prehistoric/mysterious
OR		Ancient Languages: Ease (>-1) tests to translate/interpret ancient languages/symbols
Linguistics (p80)	1	Choose 1 additional fluent (modern) language per rank of Linguistics (French)
		Dead Languages: Choose 1 dead language per rank of Linguistics (Cypriot)

COMBAT		
Defense	1	Hit if $\checkmark$ skill > Defense Optional <i>Precision</i> Damage = $\checkmark$
Resilience	2	Wounds = $\checkmark$ Damage > Resilience Batter = Damage* - $\checkmark$
Concentration	3	*+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 & Improve			10			20		25
			30			40			50

# Lara Croft's Tomb Raiders

Character: Alex Schmitt Home: \_\_\_\_\_ Age: \_\_\_\_\_  
Description: \_\_\_\_\_

Alex Schmitt was working on a doctorate degree, until falling in with the "forbidden archaeology" crowd on a dig in Egypt. They showed Alex ancient ruins and inscriptions that contradicted everything the University establishment had taught. This became an obsession for Alex, who sacrificed any hope at a respected academic career to pursue these lost secrets. When Elsie Barrows contacted Alex with an offer of employment in this very area, it was the chance of a lifetime.

*What evidence convinced Alex that the ancient world knew more than the history books admit?*

Notes: