

Name			Species	Class
Career			Career Level	
Career Path				Status
Age	Height	Hair		Eyes

[illegible]

FATE	
Fate	
Fortune	

RESILIENCE		
Resilience	Resolve	Motivation

EXPERIENCE		
Current	Spent	Total

MOVEMENT					
Movement		Walk		Run	

BASIC SKILLS				
Name	Characteristic	Adv	Skill	
Art	Dex			
Athletics	Ag			
Bribery	Fel			
Charm	Fel			
Charm Animal	WP			
Climb	S			
Cool	WP			
Consume Alcohol	T			
Dodge	Ag			
Drive	Ag			
Endurance	T			
Entertain	Fel			
Gamble	Int			

BASIC SKILLS				
Name	Characteristic	Adv	Skill	
Gossip	Fel			
Haggle	Fel			
Intimidate	S			
Intuition	I			
Leadership	Fel			
Melee (Basic)	WS			
Melee	WS			
Navigation	I			
Outdoor Survival	Int			
Perception	I			
Ride	Ag			
Row	S			
Stealth	Ag			


GROUPED & ADVANCED SKILLS				
Name	Characteristic		Adv	Skill








TALENTS		
Talent Name	Times taken	Description

AMBITIONS	
Short-term	
Long-term	
PARTY	
Party Name	
Short-term	
Long-term	
Members	

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ARMOUR POINTS



01-09  Head	10-24  Left arm (or secondary arm)
25-44  Right arm (or primary arm)	45-79  Body
90-00  Right leg	80-89  Left leg
 Shield	

-TRAPPINGS-	
Name	Enc

PSYCHOLOGY

CORRUPTION & MUTATION

WEALTH	
D	
SS	
GC	

ENCUMBRANCE	
Weapons	
Armour	
Trappings	
Max Enc.	
Total	

WOUNDS		
SB		
TB×2		
WPB		
Hardy		
Wounds		

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