



Player: _____

Name	Species	Class
Career	Career Tier	Size
Career Path	Status	
Age	Height	Hair
Eyes	Star Sign	

CHARACTERISTICS											FATE		RESILIENCE			EXPERIENCE		
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	Fate		Resilience	Resolve	Motivation	Current	Spent	Total
Initial											Fortune							
Advances																		
Current																		

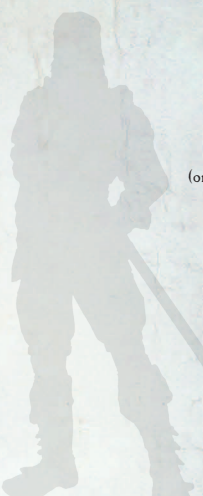
BASIC SKILLS				BASIC SKILLS				GROUPED & ADVANCED SKILLS			
Name	Characteristic	Adv	Skill	Name	Characteristic	Adv	Skill	Name	Characteristic	Adv	Skill
Art ()	Dex			Gossip	Fel						
Athletics	Ag			Haggle	Fel						
Bribery	Fel			Intimidate	S						
Charm	Fel			Intuition	I						
Charm Animal	WP			Leadership	Fel						
Climb	S			Melee (Basic)	WS						
Cool	WP			Melee ()	WS						
Consume Alcohol	T			Navigation	I						
Dodge	Ag			Outdoor Survival	Int						
Drive	Ag			Perception	I						
Endurance	T			Ride ()	Ag						
Entertain ()	Fel			Row	S						
Gamble	Int			Stealth ()	Ag						


TALENTS			AMBITIONS	
Talent Name	Times taken	Description	Short Term	
			Long Term	
			PARTY	
			Party Name	
			Short Term Ambitions	
			Long Term Ambitions	
			Members	


ARMOUR				
Name	Locations	Enc	AP	Qualities


Name	Locations	Enc	AP	Qualities


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



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

Name	Enc

PSYCHOLOGY

CORRUPTION & MUTATION		
Threshold:	Physical Limit:	Mental Limit:
Current		
<u>Corruption</u>		

Threshold: Physical Limit: Mental Limit:

Current
Corruption

WEALTH	
D	
SS	
GC	
<p>1 GC = 20 SS (20/-) 20 SS (20/-) = 240 D (240d) 1 SS (1/-) = 12 D (12d)</p> <p>GC = Gold Crown SS = Silver Shillings D = Brass Pennies/Coppers</p>	

D	
SS	
GC	

1 GC = 20 SS (20/-)
 20 SS (20/-) = 240 D (240d)
 1 SS (1/-) = 12 D (12d)

GC = Gold Crown
 SS = Silver Shillings
 D = Brass Pennies/Coppers

ENCUMBRANCE	
Weapons	
Armour	
Trappings	
Max Enc. (SB+TB)	
Total	

Weapons	
Armour	
Trappings	
Max Enc. (SB+TB)	
Total	

WOUNDS		
SB		
TBx2		
WPB		
Hardy *		
Wounds		

*How many times Hardy taken:

SB		
TBx2		
WPB		
Hardy *		
Wounds		

*How many times Hardy taken:

[illegible][illegible][illegible][illegible]

Sin	
-----	--

I Attack with my...

ADDITIONAL NOTES

--	--	--