



# CHARACTER SHEET



## BASIC INFORMATION

NAME \_\_\_\_\_

SEX \_\_\_\_\_

AGE \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

BACKGROUND \_\_\_\_\_

XP \_\_\_\_\_

KRONUR \_\_\_\_\_

NATIONALITY \_\_\_\_\_

LANGUAGES:



PORTRAIT



## CORE ATTRIBUTES

	BASE	X1/2	X2	X5
FITNESS	_____	_____	_____	_____
CELERITY	_____	_____	_____	_____
INTELLECT	_____	_____	_____	_____
WISDOM	_____	_____	_____	_____
CHARISMA	_____	_____	_____	_____

## HEALTH

WOUNDS		
MAXIMUM (HT)	CURRENT	MENTAL
_____	_____	_____

## STATUS EFFECTS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## RESILIENCE



## STRESS



## MENTAL BREAKS



## STAMINA

EXHAUSTION  
-20%  
-60%  
KOSURVIVAL:  
DAYS WITHOUT FOOD      HOURS WITHOUT WATER

## SKILLS

	RANKS	TOTAL		RANKS	TOTAL
○ ANIMAL HANDLING (CHA)	_____	_____	○ MEDICINE (INT)	_____	_____
○ ATHLETICS (FIT)	_____	_____	○ PATHFINDING (WIS)	_____	_____
○ AWARENESS (WIS)	_____	_____	○ PILOTING: DRIVING (CEL)	_____	_____
○ EXPLOSIVES (INT)	_____	_____	○ PILOTING: SAILING (CEL)	_____	_____
○ FINANCE (INT)	_____	_____	○ SEARCH (WIS)	_____	_____
○ INTERPERSONAL (CHA)	_____	_____	○ STEALTH (CEL)	_____	_____
○ LEADERSHIP (CHA)	_____	_____	○ WEAPONS: MELEE (CEL)	_____	_____
○ LORE: THE OLD WORLD (INT)	_____	_____	○ WEAPONS: FIREARMS (CEL)	_____	_____
○ LORE: THE SILENT WORLD (INT)	_____	_____	○ WEAPONS: HEAVY (CEL)	_____	_____
○ LORE: MONSTERS (INT)	_____	_____	○ WEAPONS: INDIRECT (INT)	_____	_____
○ MAGIC (INT/WIS)	_____	_____	○ WEAPONS: UTILITY (CEL)	_____	_____
○ MECHANICS (INT)	_____	_____	○ _____	_____	_____

## BIO

## RELATIONSHIPS

NAME	ROLE	FIDELITY
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## EQUIPMENT

