



Player:
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Race:

Speed:

## Abilities

Minor			Major	Bleeding			Pain		Incap.	Round Dead	Max:	Agility:			Power:			Constitution:			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	Exp:		<input type="checkbox"/>	Exp:		<input type="checkbox"/>	Exp:	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Uncon.			<input type="checkbox"/>	<input type="checkbox"/>	Erudition:		<input type="checkbox"/>	Persona:		<input type="checkbox"/>	Sagacity:	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	Exp:		<input type="checkbox"/>	Exp:		<input type="checkbox"/>	Exp:	

## Traits

Weapon:	Natural:			
Skill:	Passive P: C: B: Defence: Enc: X			
Attack: P: C: B:	Head:			
Damage:	Passive P: C: B: Defence: Enc:			
Range: G: C: M: L:	Torso:			
Special:	Passive P: C: B: Defence: Enc:			
	Arms:			
Weapon:	Passive P: C: B: Defence: Enc:			
Skill:	Legs:			
Attack: P: C: B:	Passive P: C: B: Defence: Enc:			
Damage:	<b>Morality</b>			
Range: G: C: M: L:	E <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> G			
Special:	<b>Honour</b>			
	D <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> H			

# Wealth

Skill:	-	Courage	+	Gold		Att.:	Exp.:	
Attack:P: C: B:	-	Friendlines	+	Enc: *1/50		Att.:	Exp.:	
Damage:	-	Generosity	+	Silver	Copper	Att.:	Exp.:	
Range:G: C: M: L:	-	Magnanimity	+	Enc: *1/20	Enc: *1/40	Att.:	Exp.:	
Special:	-	Temperance	+	<b>Ration</b>		Att.:	Exp.:	
Weapon:	Enc:			Food	Water	Att.:	Exp.:	
				Enc: *1/2	Enc: *1	Att.:	Exp.:	

## Equipment

Skill:						
Attack:P: C: B:		Enc:	Enc:		Att.:	Exp:
Damage:		Enc:	Enc:		Att.:	Exp:
Range:G: C: M: L:		Enc:	Enc:		Att.:	Exp:
Special:		Enc:	Enc:		Att.:	Exp:
Enc:		Enc:	Enc:		Att.:	Exp:
<b>Encumbrance</b>		Enc:	Enc:		Att.:	Exp:
<b>Limit:</b>		Enc:	Enc:		Att.:	Exp: