



Player: _____

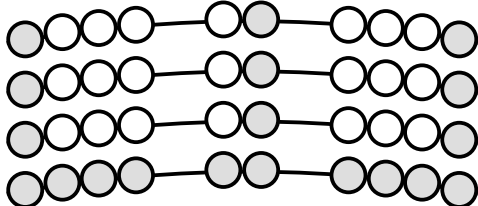
Name: _____

Health & Injuries

Minor

Major

Bleeding



Unconscious



Incapacitated



Spirit

Maximum: _____

Rations

Food: _____

Burden: 1/2

Water: _____

Burden: 1/1

Wealth

Gold Coins: _____

Burden: 1/50

Silver Coins: _____

Burden: 1/20

Copper Coins: _____

Burden: 1/40

Protection

Head:

Defence: P.

C.

B.

Burden: _____

Special: _____

Torso:

Defence: P.

C.

B.

Burden: _____

Special: _____

Arms:

Defence: P.

C.

B.

Burden: _____

Special: _____

Legs:

Defence: P.

C.

B.

Burden: _____

Special: _____

Extra 1:

Defence: P.

C.

B.

Burden: _____

Special: _____

Extra 2:

Defence: P.

C.

B.

Burden: _____

Special: _____

Total P.

C.

B.

Defence: _____

Arsenal

Weapon:

Skill: _____

Dice-Pool: _____

Damage: _____

Type: _____

Range: _____

Burden: _____

Special: _____

Weapon:

Skill: _____

Dice-Pool: _____

Damage: _____

Type: _____

Range: _____

Burden: _____

Special: _____

Weapon:

Skill: _____

Dice-Pool: _____

Damage: _____

Type: _____

Range: _____

Burden: _____

Special: _____

Weapon:

Skill: _____

Dice-Pool: _____

Damage: _____

Type: _____

Range: _____

Burden: _____

Special: _____

Weapon:

Skill: _____

Dice-Pool: _____

Damage: _____

Type: _____

Range: _____

Burden: _____

Special: _____

Weapon:

Skill: _____

Dice-Pool: _____

Damage: _____

Type: _____

Range: _____

Burden: _____

Special: _____

Ammunition

Type: _____

Burden: _____

Type: _____

Burden: _____

Type: _____

Burden: _____

Equipment

Burden

_____	()
_____	()
_____	()
_____	()
_____	()
_____	()
_____	()
_____	()
_____	()
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_____	()
_____	()
_____	()
_____	()
_____	()
_____	()
_____	()
_____	()
_____	()

Equipment

Burden

_____	()
_____	()
_____	()
_____	()
_____	()
_____	()
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_____	()
_____	()

Burden

Maximum: _____