

**Player:**

Character Name:

Race:

Gender:

Age:

Height:

Weight:

Speed:

Health & Injuries

Spirit

Abilities

Minor				Major	Bleeding			Pain		Incap.	Rounds Dead	Max:	
<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="text"/>
<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"/>	Uncon. <input type="checkbox"/>			

Agility:		Power:		Constitution:	
Exp:		Exp:		Exp:	
Erudition:		Persona:		Sagacity:	
Exp:		Exp:		Exp:	

Arsenal

Armour

Traits

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

Virtues

Wealth

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

Equipment

Skill:			
Attack: P: C: B:		Enc:	Enc:
Damage:		Enc:	Enc:
Range: G: C: M: L:		Enc:	Enc:
Special:		Enc:	Enc:
	Enc:	Enc:	Enc:
Encumbrance			
Limit:		Enc:	Enc:
		Enc:	Enc:

Skills

[illegible]