	~6		Charac	haracter Sheet Player:			
			Character Name:	<u>renomeet</u>	Race:		
		Chille	Gender: A	ge: Height:		Speed:	
Health	1 & Injuries	Spirit		Abilit	ies		
Minor Major Blee		ound Dead Max:	Agility:	Power:	Constitut	ion:	
			ExP:	ExP:	ExP:		
	Uncon.		Erudition: ExP:	Persona: ExP:	Sagacity: ExP:		
				Skill			
Arsenal Weapon:	Armour Natural:	Traits		Att.:	ExP:		
Skill:				Att.:	ExP:		
	Defence: X			Att.:	ExP:		
Attack:P: C: B:	Head:			Att.:	ExP:	-	
Damage:	Passive P: C: B: Enc: Defence:			Att.:	ExP:		
Range:G: C: M: L:	Torso:						
Special:	Passive P: C: B: Enc:			Att.:	ExP:		
Enc:	Defence: Arms:	{		Att.:	ExP:		
Weapon:	Passive P: C: B: Enc:			Att.:	ExP:		
Skill:	Defence: Legs:			Att.:	ExP:		
Attack:P: C: B:	Passive P: C: B: Enc:	ļ ———		Att.:	ExP:		
Damage:	Defence:			Att.:	ExP:		
Range:G: C: M: L:	Morality E G			Att.:	ExP:		
Special:	Honour			Att.:	ExP:		
Enc:	D Н			Att.:	ExP:		
Weapon:	Virtues  Courage +	Wealth Gold		Att.:	ExP:		
Skill:				Att.:	ExP:		
Attack.P: C: B:	Friendlines +	En Silver Copper	c: *1/50	Att.:	ExP:		
Damage:	Generosity +			Att.:	ExP:		
Range:G: C: M: L:			c: *1/40	Att.:	ExP:		
Special:	Magnanimity +	Ration Food Water		Att.:	ExP:		
Enc:	- Temperance +	Water		Att.:	ExP:	_	
Weapon:			Enc: *1	Att.:	ExP:		
Skill:	EUU	pment			ExP:		
Attack:P: C: B:	Enc:	En	<u>c:</u>	Att.:			
Damage:	Enc:	En	<u>c:</u>	Att.:	ExP:		
Range:G: C: M: L:	Enc:	En	c:	Att.:	ExP:		
Special:	Enc:	En	c:	Att.:	ExP:		
Enc:				Att.:	ExP:		
Encumbrance	Enc:	Enc.		Att.:	ExP:		
Limit:				Att.:	ExP:		
	Enc:	Enc	c:				