



Player:

Race:

Speed:

Abilities

Minor			Major	Bleeding			Pain		Incap.	Round 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="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"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

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

Traits

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

Wealth

Skill:	-	Courage	+	Gold	
Attack:P: C: B:	-	Friendliness	+	Enc: *1/5	
Damage:	-	Generosity	+	Silver	Copper
Range:G: C: M: L:	-	Magnanimity	+	Enc: *1/20	Enc: *1/4
Special:	-	Temperance	+	Ration	
Weapon:	-			Food	Water
				Enc: *1/2	Enc: *

Equipment

[illegible]

Skills

[illegible]