

Name	Player
Race	XP
Birthsign	Elite Adv.

CHARACTERISTICS

	Str	End	Ag	Int	Wp	Prc	Prs	Lck
Total								
Favored?								

Crit Success Range (\leq LB) **Crit Fail Range (\geq 95+LB)**

ATTRIBUTES

Health	_____	Movement Rating	_____
Wound Threshold	_____	Carry Rating	_____
Stamina	_____	Initiative Rating	_____
Magicka Pool	_____	Max. Action Points	_____
Size	_____	Damage Bonus	_____
		Max. Luck Points	_____

SKILLS & SPECIALIZATIONS

Rank (Modifier)

PHYSICAL STATE

Trauma	_____	Magicka	_____
Fatigue	_____	Action Points	_____
		Luck Points	

Conditions

Wounds

ARMOR

	AR	Armor Type	Temporary Effects
Head (0)	_____	_____	_____
Body (5-7)	_____	_____	_____
L. Arm (3-4)	_____	_____	_____
R. Arm (1-2)	_____	_____	_____
L. Leg (8)	_____	_____	_____
R. Leg (9)	_____	_____	_____
Shield	_____	_____	_____

TRAITS

COMBAT STYLES / Specializations

Rank (Modifier)

Trained Equipment (Weapon/Shield Types)

[illegible]

TALENTS

Effects / Notes

ITEMS & EQUIPMENT (Weapons on next page)

ENC

[illegible]

NOTES

	Total ENC (+1 for every 10 items with 0 ENC)	
	Drakes	

[illegible]