

Logo											
Name: Fred						Species: Human			Class: Rogues		
Career: Outlaw						Career Tier: Brigand					
Career Path: Brigand									Status: Brass 1		
Age: 22 years			Height: 5'9"			Hair: Dark Brown			Eyes: Blue		
CHARACTERISTICS											
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	
Initial	33	37	29	29	30	31	26	28	33	35	
Advances	3	0	1	1	0	0	0	0	0	0	
Current	36	37	30	30	30	31	26	33	33	35	
FATE						RESILIENCE			EXPERIENCE		
Fate						2			Resilience		
Fortune						TODO			Resolve		
									Motivation		
						1			Current		
						TODO			Spent		
									Total		
						120			0		
									120		
MOVEMENT											
Movement						TODO		Walk		TODO	
						Run				TODO	
BASIC SKILLS											
Name	Characteristic		Adv		Skill						
Art	Dex		26		26						
Athletics	Ag		31		5		36				
Bribery	Fel		35				35				
Charm	Fel		35				35				
Charm Animal	WP		33				33				
Climb	S		30				30				
Cool	WP		33		10		43				
Consume Alcohol	T		30				30				
Dodge	Ag		31				31				
Drive	Ag		31				31				
Endurance	T		30		10		40				
Entertain	Fel		35				35				
Gamble	Int		33				33				
BASIC SKILLS											
Name	Characteristic		Adv		Skill						
Gossip	Fel		35				35				
Haggle	Fel		35				35				
Intimidate	S		30				30				
Intuition	I		30				30				
Leadership	Fel		35		3		38				
Melee (basic)	WS		36				36				
Melee	WS		36				36				
Navigation	I		30				30				
Outdoor Survival	Int		33		5		38				
Perception	I		30				30				
Ride	Ag		31				31				
Row	S		30				30				
Stealth	Ag		31				31				
GROUPED & ADVANCED SKILLS											
Name	Characteristic		Adv		Skill						
Animal Care	Int		33		5		38				
Cool	WP		33		10		43				
Evaluate	Int		33		3		36				
Leadership	Fel		35		3		38				
Melee (Basic)	WS		36		10		46				
Ranged (Bow)	BS		37		5		42				
Athletics	Ag		31		5		36				
Endurance	T		30		10		40				
Outdoor Survival	Int		33		5		38				
TALENTS											
Talent Name	Times taken		Description								
Doomed	1		At the age of 10, a Priest of Morr called a Doomsayer took you aside to foretell your death in an incense-laden, coming-of-age ritual called the Dooming. In conjunction with your GM, come up with a suitable Dooming. Should your character die in a fashion that matches your Dooming, your next character gains a bonus of half the total XP your dead character accrued during play.								
Savvy	1		You gain a permanent +5 bonus to your starting Intelligence Characteristic (this does not count towards your Advances)								
Night Vision	1		You can see very well in natural darkness. Assuming you have at least a faint source of light (such as starlight, moonlight, or bioluminescence) you can see clearly for 20 yards per level of Night Vision. Further, you can extend the effective illumination distance of any light sources by 20 yards per level of Night Vision.								
Resistance (Any)	1		Your strong constitution allows you to more readily survive a specific threat. You may automatically pass the first Test to resist the specified threat, such as Magic, Poison, Disease, Mutation, every session. If SL is important, use your Toughness Bonus as SL for the Test.								
Luck	1		They say when you were born, Ranald smiled. Your maximum Fortune Points now equal your current Fate points plus the number of times you've taken Luck.								
Combat Aware	1		You are used to scanning the battlefield to make snap decisions informed by the shifting tides of war. You may take a Challenging (+0) Perception Test to ignore Surprise, which is modified by circumstance as normal.								
TODO: Armour											
TODO: psychology											
WEALTH											
D						14					
SS						0					
GC						0					
TRAPPINGS											
Name						Enc					
Clothing						TODO					
Dagger						TODO					
Pouch						TODO					
Sling Bag						TODO					
2 Candles						TODO					
8 Matches						TODO					
Hood						TODO					
Bedroll						TODO					
Hand Weapon						TODO					
Leather Jerkin						TODO					
Tinderbox						TODO					
TODO: wounds											