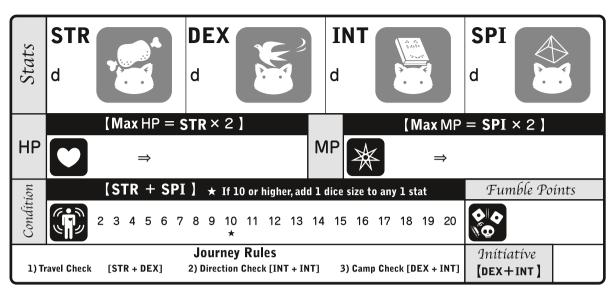


Class Skill	Stats Used	Effect

Mastered weapon	Specialized Terrain	Personal Item	
Image Color ,	/Appearance		
Hometown / :	Reason for Travel		
	-		
Notes			
			J



Equipment (Equipped ite

(Equipped items count as size 0) Carrying Capacity:

S		Accuracy	Damage	Durability	Effect/etc.	
роп						
Weapons						
		Defense Points	Penalty	Durability	Effect/etc.	
eld	2				20 .	
Shield Armor						
1.5		Effect/etc.				Effect/etc.
aveler Mthit						
Traveler Outfit						
L						

Terrain + Weather Determine bonuses and penalties for Terrain and Weather here

Check	Level 1 ⇒6 Level			el2 =	e[2 ⇒8		Level 3 ⇒10		Level 4⇒12		Level 5 ⇒14
Bonus	grassland	wasteland	woods	highlands	rocky terrain	deep forest	swamp	mountain	desert	jungle	alpine
Check	Weather: +1				Weather: +3				Weather: +5		
Penalty	rain	strong wind	fog	hot	cold	hard rain	snow	deep fog	dark	hurricane	blizzard

 $Status \ {\it Effects} \ \ {\it If the next day's Condition Check is higher than the status effect number, it is cured.}$

Body	Injury [DEX]-1 Die size	Poison [STR]-1 Die size	Sickness [ALL]-1 Die size	
Mind	Exhaustion [SPI]-1 Die size	Muddled [INT]-1 Die size	Shock [ALL]-1 Die size	

Class Skíll	Stats Used	Effect

Other Bonuses			