

OUTFIT

Armor type, quality, notes:

Weapon(s) type, quality, notes:

Clothing and other worn items:

READINESS

Wear	Durability	Capacity	Injury
Poise	Protection Value		Avoidance

ALTERED STATES

RELATIONS AND MOTIVATIONS

Important NPCs and relational connections:

INVENTORY

Carried equipment, supplies, and assets:

Quest items:

Coins, treasures, and wealth:

ACTIONS

Action (Source Attribute) / Training Type / Equipment or Supplies Required / Damage and/or Effect:

MASTERY

Bonuses and Additional Abilities:

STATUS, RECOGNITION, AND INFLUENCE

Recognition, Notable NPCs, and Significant Events:

NOTES

Connections, codes, and additional notes: