



## 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

## HOLDINGS

Cargo, vehicles, mounts, and assets:

## INVENTORY

Carried equipment, sundries, and supplies:

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: