

Player Name:	Character's Current Location:	
Campaign Title:	 Adventurer Level:	Experience Earned:
Character Name:		XP for next level:

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	Initial Score	Attribute Adjustments	Adjusted Score	Bonus / Penalty
STR				
END				
AGI				
PRE				
INT				
WIS				
PER				
СНА				

CHARACTERISTICS

CHARACILRISTICS			
Height:	Weight:		
hing Featu	res:		
	Height:		

ORIGINS

ORIGINS
Background Story:

PROFILE

Aptitude and Path:
Description:

	ABILITIES
_	

Assess Threat	
Collect Information	
Find	
Haggle	
Navigate	
Take Notice	

Resistances

Addiction	
Aversion	
Debility	
Explosion	
Infection	
Toxin	

Language Proficiencies:

Professional Titles or Aliases:

Aptitude Advantage:
Term:

CONDITIONING

Poise	
Avoidance	
Capacity	

PALE STONE ENCOUNTER Encounter Story:

Outcome:		

PROFICIENCIES

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OUTFIT	Readiness •	Holdings
Armor type, quality, notes:	Wear Durability Capacity Protection	Injury Cargo, vehicles, mounts, and assets:
Weapon(s) type, quality, notes:	Poise Value Avo	oidance
Clothing and other worn items:	ALTERED STATES	
Inventory	ACTIONS	[3d6] + Source Attribute Bonus / Penalty + Training Value
Carried equipment, sundries, and supplies:	Action (Source Attribute) / Training Type / Equ	uipment or Supplies Required / Damage and/or Effect:
Quest items:	MASTERY STA	atus, Recognition, and Influence
Coins, treasures, and wealth:		ognition, Notable NPCs, and Significant Events: