

FORBIDDEN LANDS



ATTRIBUTES

CONDITIONS

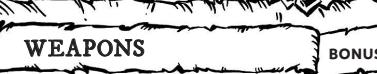
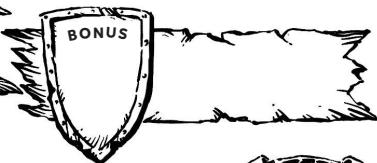


Sleepless Thirsty Hungry

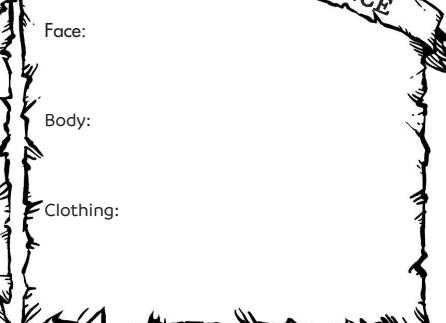
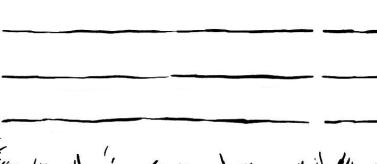
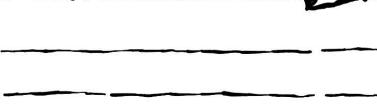
Critical Injuries:

SKILLS

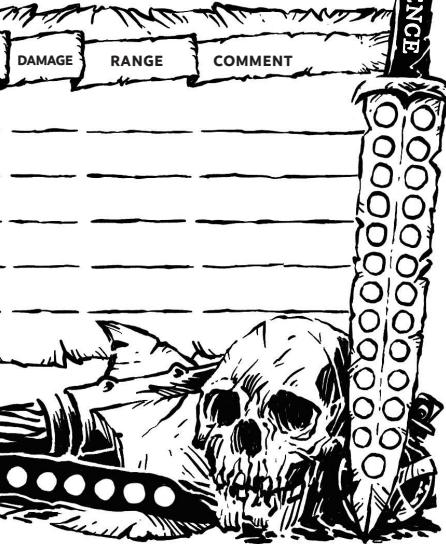
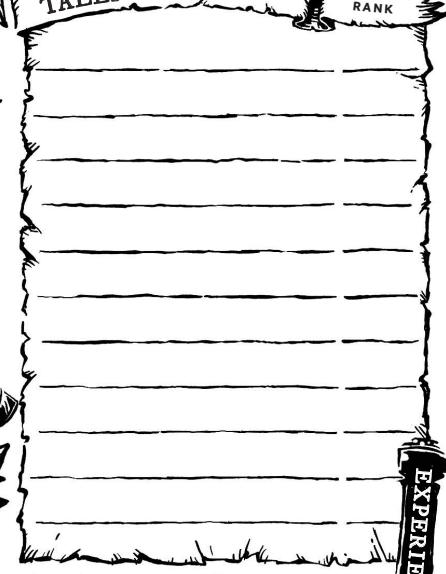
- Might (STRENGTH)
- Endurance (STRENGTH)
- Melee (STRENGTH)
- Crafting (STRENGTH)
- Stealth (AGILITY)
- Sleight of Hand (AGILITY)
- Move (AGILITY)
- Marksmanship (AGILITY)
- Scouting (WITS)
- Lore (WITS)
- Survival (WITS)
- Insight (WITS)
- Manipulation (EMPATHY)
- Performance (EMPATHY)
- Healing (EMPATHY)
- Animal Handling (EMPATHY)



WEAPONS



SALENTS



RELATIONSHIPS

PC 1:

PC 2:

PC 3:

PC 4:

GEAR

GEAR BONUS

MOUNT

Name _____



Strength Agility

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

Carrying Capacity

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

13.

14.

15.

16.

17.

18.

19.

20.

CONSUMABLES

Food



Water



Arrows



Torches



NOTES

