



Name			Species		Class
Career			Career Tier		Size
Career Path					Status
Age	Height	Hair	Eyes	Star Sign	

CHARACTERISTICS											FATE		RESILIENCE			EXPERIENCE		
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	Fate		Resilience	Resolve	Motivation	Current	Spent	Total
Initial											Fortune							
Advances											MOVEMENT							
Current																		

BASIC SKILLS				
Name	Characteristic	Adv	Skill	
Art (            )	Dex			
Athletics	Ag			
Bribery	Fel			
Charm	Fel			
Charm Animal	WP			
Climb	S			
Cool	WP			
Consume Alcohol	T			
Dodge	Ag			
Drive	Ag			
Endurance	T			
Entertain (        )	Fel			
Gamble	Int			

BASIC SKILLS				
Name	Characteristic	Adv	Skill	
Gossip	Fel			
Haggle	Fel			
Intimidate	S			
Intuition	I			
Leadership	Fel			
Melee (Basic)	WS			
Melee (            )	WS			
Navigation	I			
Outdoor Survival	Int			
Perception	I			
Ride (            )	Ag			
Row	S			
Stealth (        )	Ag			

GROUPED & ADVANCED SKILLS				
Name	Characteristic	Adv	Skill	

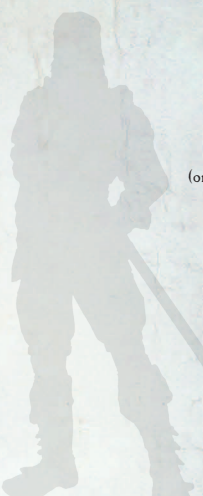
TALENTS			AMBITIONS	
Talent Name	Times taken	Description	Short Term	
			Long Term	
			PARTY	
			Party Name	
			Short Term Ambitions	
			Long Term Ambitions	
			Members	





ARMOUR				
Name	Locations	Enc	AP	Qualities


Name	Locations	Enc	AP	Qualities


# ARMOUR POINTS





01-09  
  
Head


10-24  
  
Left arm  
(or secondary arm)


25-44  
  
Right arm  
(or primary arm)

45-79  
  
Body

80-89  
  
Left leg

90-00  
  
Right leg

  
Shield



01-09  
Head

10-24  
Left arm  
(or secondary arm)

25-44  
Right arm  
(or primary arm)

45-79  
Body

90-00  
Right leg

80-89  
Left leg

Shield

TRAPPINGS	
Name	Enc

Name	Enc

PSYCHOLOGY

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CORRUPTION & MUTATION	
Threshold (TB+WPB):	Physical Limit (TB):
Current Corruption:	Mental Limit (WPB):

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Current Corruption:	Mental Limit (WPB):

WEALTH	
D	
SS	
GC	
<p>1 GC = 20 SS (20/-)  20 SS (20/-) = 240 D (240d)  1 SS (1/-) = 12 D (12d)</p> <p>GC = Gold Crown  SS = Silver Shillings  D = Brass Pennies/Coppers</p>	

D	
SS	
GC	

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ENCUMBRANCE	
Weapons	
Armour	
Trappings	
Max Enc. (SB+TB)	
Total	

Weapons	
Armour	
Trappings	
Max Enc. (SB+TB)	
Total	

WOUNDS		
SB		
TBx2		
WPB		
Hardy		
Wounds		

SB		
TBx2		
WPB		
Hardy		
Wounds		

[illegible][illegible][illegible]

Name	CN	Range	Target	Duration	Effect
					<div> <div>Sin</div> <div></div> </div>

Sin

I Attack with my...

# ADDITIONAL NOTES

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