

Name		Species	Class
Career		Career Tier	
Career Path			Status
Age	Height	Hair	Eyes

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FATE	
Fate	
Fortune	

RESILIENCE		
Resilience	Resolve	Motivation

EXPERIENCE		
Current	Spent	Total

MOVEMENT					
Movement		Walk		Run	

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		
Talent Name	Times taken	Description

AMBITIONS	
Short Term	
Long Term	

PARTY	
Party Name	
Short Term Ambitions	
Long Term Ambitions	
Members	

ARMOUR				
Name	Locations	Enc	AP	Qualities

TRAPPINGS	
Name	Enc

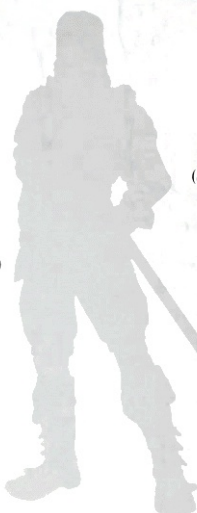
PSYCHOLOGY

NOTES

WEALTH	
D	
SS	
GC	

ENCUMBRANCE	
Weapons	
Armour	
Trappings	
Max Enc.	
Total	

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

WOUNDS		
SB		
TBx2		
WPB		
Hardy		
Wounds		

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