



Player: _____

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

CHARACTERISTICS											
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	
Initial											
Advances											
Current											

FATE		RESILIENCE			EXPERIENCE		
Fate	Fortune	Resilience	Resolve	Motivation	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

ARMOUR POINTS

01-09

Head

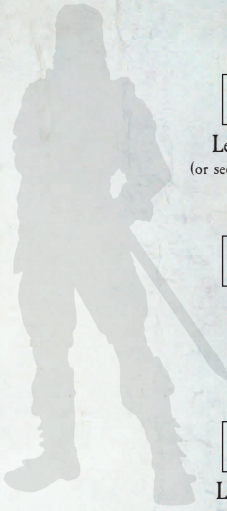
25-44

Right arm
(or primary arm)

90-00

Right leg

Shield



10-24

Left arm
(or secondary arm)

45-79

Body

80-89

Left leg

TRAPPINGS

Name	Enc

PSYCHOLOGY

CORRUPTION & MUTATION

Threshold: Physical Limit: Mental Limit:

Current
Corruption

WEALTH

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

ENCUMBRANCE

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

WOUNDS

SB	
TBx2	
WPB	
Hardy *	
Wounds	

*How many times Hardy taken:

WEAPONS

Name	Group	Enc	Range/Reach	Damage	Qualities

SPELLS AND PRAYERS

Name	CN	Range	Target	Duration	Effect

Sin

I Attack with my...

ADDITIONAL NOTES

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