

+10 to hit larger targets  
 -2 SL/difference to defend vs. them  
 get hurt more easily by larger (Deathblow)



Player: \_\_\_\_\_

|             |        |             |        |
|-------------|--------|-------------|--------|
| 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     | Fortune    | Resilience | Resolve | Motivation | Current | Spent | Total |
| Initial         |    |    |   |   |   |    |     |     |    |      |          |            |            |         |            |         |       |       |
| Advances        |    |    |   |   |   |    |     |     |    |      | MOVEMENT |            |            |         |            |         |       |       |
| Current         |    |    |   |   |   |    |     |     |    |      |          |            |            |         |            |         |       |       |

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

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

| GROUPED & ADVANCED SKILLS |                |     |       |
|---------------------------|----------------|-----|-------|
| Name                      | Characteristic | Adv | Skill |
|                           |                |     |       |
|                           |                |     |       |
|                           |                |     |       |
|                           |                |     |       |
|                           |                |     |       |
|                           |                |     |       |
|                           |                |     |       |
|                           |                |     |       |
|                           |                |     |       |
|                           |                |     |       |

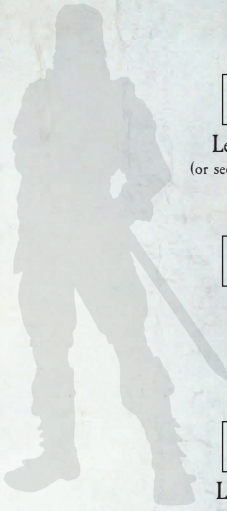
| TALENTS     |             |             |
|-------------|-------------|-------------|
| Talent Name | Times taken | Description |
|             |             |             |
|             |             |             |
|             |             |             |
|             |             |             |
|             |             |             |
|             |             |             |
|             |             |             |
|             |             |             |
|             |             |             |
|             |             |             |

| 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

10-24  
  
Left arm  
(or secondary arm)

45-79  
  
Body

80-89  
  
Left leg

  
Shield

### TRAPPINGS

| Name | Enc |
|------|-----|
|      |     |
|      |     |
|      |     |
|      |     |
|      |     |
|      |     |

### PSYCHOLOGY

|  |
|--|
|  |
|  |
|  |

### CORRUPTION & MUTATION

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

### 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  
 enc. -1 for worn items  
 e.g. armour, clothes

### WOUNDS

SB        
 TBx2        
 WPB        
 Hardy        
 Wounds     

### WEAPONS

| Name | Group | Enc | Range/Reach | Damage | Qualities |
|------|-------|-----|-------------|--------|-----------|
|      |       |     |             |        |           |
|      |       |     |             |        |           |
|      |       |     |             |        |           |
|      |       |     |             |        |           |
|      |       |     |             |        |           |
|      |       |     |             |        |           |

### SPELLS AND PRAYERS

| Name | CN | Range | Target | Duration | Effect |
|------|----|-------|--------|----------|--------|
|      |    |       |        |          |        |
|      |    |       |        |          |        |
|      |    |       |        |          |        |
|      |    |       |        |          |        |
|      |    |       |        |          |        |
|      |    |       |        |          |        |
|      |    |       |        |          |        |
|      |    |       |        |          |        |
|      |    |       |        |          |        |
|      |    |       |        |          |        |

Sin

I Attack with my...

# ADDITIONAL NOTES

|  |  |  |
|--|--|--|
|  |  |  |
|--|--|--|