

CHARACTER

NAME: _____
 RACE: _____ PLAYER: _____
 RANK: _____ CURRENT CAREER: _____

BASIC SKILLS

SKILL	CHARACTERISTIC	TRAINED	BONUS
ATHLETICS	ST	□□□	□
BALLISTIC SKILL	AG	□□□	□
COORDINATION	AG	□□□	□
INTIMIDATE	ST	□□□	□
RESILIANCE	TO	□□□	□
RIDE	AG	□□□	□
SKULDUGGERY	AG	□□□	□
STEALTH	AG	□□□	□
WEAPON SKILL	ST	□□□	□

CHARM	FE	□□□	□
DISCIPLINE	WP	□□□	□
FIRST AID	INT	□□□	□
FOLKLORE	INT	□□□	□
GUILE	FE	□□□	□
INTUITION	INT	□□□	□
LEADERSHIP	FE	□□□	□
NATURE LORE	INT	□□□	□
OBSERVATION	INT	□□□	□

ADVANCED SKILLS

SKILL	CHARACTERISTIC	TRAINED
_____	_____	□□□
_____	_____	□□□
_____	_____	□□□
_____	_____	□□□
_____	_____	□□□
_____	_____	□□□

CHARACTERISTICS

STRENGTH	◇	□
TOUGHNESS	◇	□
AGILITY	◇	□
INTELLIGENCE	◇	□
WILLPOWER	◇	□
FELLOWSHIP	◇	□

EQUIPMENT

WEAPON	DAMAGE	CRITICAL	RANGE	SPECIAL QUALITY
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

ARMOUR	DEFENCE	SOAK	SPECIAL QUALITY
_____	_____	_____	_____
_____	_____	_____	_____

SPECIALISATIONS

SPECIALISATION	SKILL	CHARACTERISTIC
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

DEFENCE

FATIGUE

WOUNDS THRESHOLD

CURRENT

CORRUPTION THRESHOLD

CURRENT

FORTUNE MAXIMUM

CURRENT

SOAK VALUE

STRESS



SPECIAL ABILITIES

NAME	EFFECT	TYPE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

CRITICAL WOUNDS, INSANITIES, MUTATIONS AND DISEASES

TYPE	NAME	EFFECT	SEVERITY
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

TALENTS

NAME	EFFECT	TYPE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

BACKGROUND

HOMETLAND / BIRTH PLACE: _____ DEITY: _____
 DISTINGUISHING MARKS: _____
 STAR SIGN: _____ DOOMING: _____

THE EIGHT QUESTIONS

1. WHAT IS YOUR FAMILY LIKE?
2. WHAT IS YOUR SOCIAL CLASS?
3. WHAT DID YOU DO BEFORE YOU BECAME AN ADVENTURER?
4. WHY DID YOU BECOME AN ADVENTURER?
5. WHO ARE YOUR FRIENDS AND ENEMIES?
6. WHAT ARE YOUR PRIZED POSSESSIONS?
- 7 WHO ARE YOU LOYAL TO?
- 8 WHO DO YOU LOVE/HATE?

ACTIONS

RECHARGE	TYPE	NAME	EFFECT
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

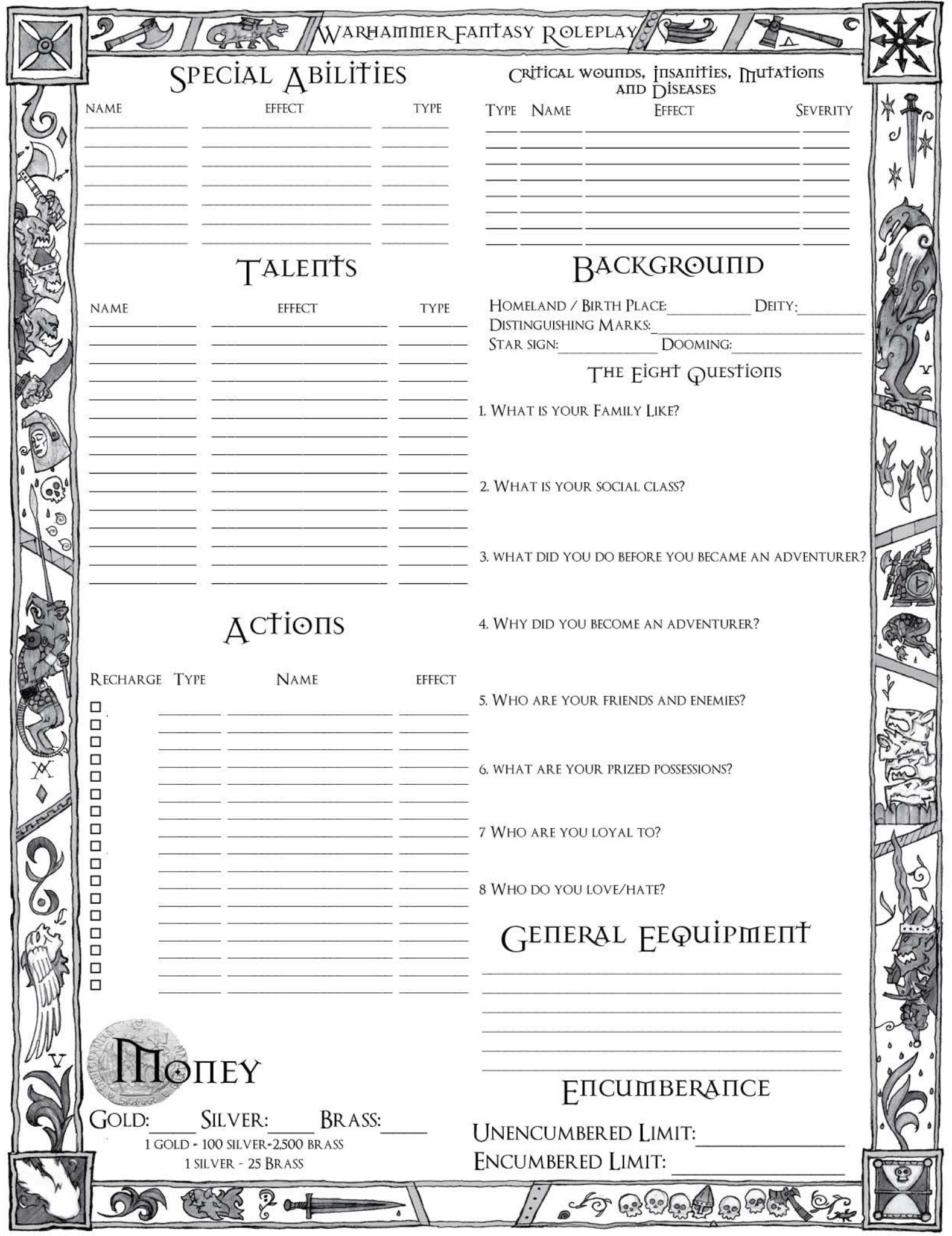
GENERAL EQUIPMENT

ENCUMBERANCE

UNENCUMBERED LIMIT: _____
 ENCUMBERED LIMIT: _____

MONEY

GOLD: _____ SILVER: _____ BRASS: _____
 1 GOLD - 100 SILVER - 2500 BRASS
 1 SILVER - 25 BRASS



CURRENT CAREER

ACTION TALENT SKILL WOUND FORTUNE CONSERVE RECKLESSNESS

□ □ □ □ □ □ □

CURRENT CAREER: _____ PRIMARY CHARACTERISTICS: _____

CAREER SKILLS: _____ XP: _____ ADVANCES SPENT: _____

CAREER ADVANCES

FIRST CAREER: _____

- ACTION CARD: _____
- TALENT: _____
- SKILL TRAINING OR SPECIALTY: _____
- WOUND THRESHOLD: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- ADVANCE TYPE: _____
- ADVANCE TYPE: _____
- CAREER TRANSITION: _____
- DEDICATION BONUS: _____

SECOND CAREER: _____

- ACTION CARD: _____
- TALENT: _____
- SKILL TRAINING OR SPECIALTY: _____
- WOUND THRESHOLD: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- ADVANCE TYPE: _____
- ADVANCE TYPE: _____
- CAREER TRANSITION: _____
- DEDICATION BONUS: _____

THIRD CAREER: _____

- ACTION CARD: _____
- TALENT: _____
- SKILL TRAINING OR SPECIALTY: _____
- WOUND THRESHOLD: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- ADVANCE TYPE: _____
- ADVANCE TYPE: _____
- CAREER TRANSITION: _____
- DEDICATION BONUS: _____

FOURTH CAREER: _____

- ACTION CARD: _____
- TALENT: _____
- SKILL TRAINING OR SPECIALTY: _____
- WOUND THRESHOLD: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- ADVANCE TYPE: _____
- ADVANCE TYPE: _____
- CAREER TRANSITION: _____
- DEDICATION BONUS: _____

FIFTH CAREER: _____

- ACTION CARD: _____
- TALENT: _____
- SKILL TRAINING OR SPECIALTY: _____
- WOUND THRESHOLD: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- ADVANCE TYPE: _____
- ADVANCE TYPE: _____
- CAREER TRANSITION: _____
- DEDICATION BONUS: _____

SIXTH CAREER: _____

- ACTION CARD: _____
- TALENT: _____
- SKILL TRAINING OR SPECIALTY: _____
- WOUND THRESHOLD: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- OPEN CAREER ADVANCE: _____
- ADVANCE TYPE: _____
- ADVANCE TYPE: _____
- CAREER TRANSITION: _____
- DEDICATION BONUS: _____

