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| --- | --- | --- | --- |
| Name |  | Religions |  |
| Date of Birth |  | Sex |  |
| Homeland |  | Height/Weight |  |
| Description |  |
| Character Class |  | XP Spent |  |
| XP Unspent |  |

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| --- | --- | --- | --- |
| Total Hits | Light Wound | Major Wound | Mortal Wound |
|  |  |  |  |
| Current Hits |  |

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| --- |
| Current PW  |
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| --- | --- | --- |
|  | Cost | Stat |
| ST |  |  |
| DX |  |  |
| IQ |  |  |
| PW |  |

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| --- | --- | --- | --- |
| AdjDX Combat | AdjDXStealth | AdjDX Gymnastics | AdjST Athletics |
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| Madness |
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 |
| CH |  |  |
| MA |  |  |

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| Courage | Tradition | Inclusion | Caution | Cunning | Knockback |
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| Category | Cost | Lvl | Skill | Cost | Lvl | Skill | Cost | Lvl | Skill | Cost | Level |
| **Athletics (ST)** |  |  | **Medical (IQ)** |  |  | **Killing (DX)** |  |  | **Magical (IQ)** |  |  |
| Climb |  | First Aid |  | Ambush |  | Rituals |  |
| Swim |  | Surgery |  | Silent Kill |  | Use Items |  |
| Boat |  | Diagnose/Treat |  | Poison |  |  |  |
| Jump |  | **Gymnastics (DX)** |  |  | Set Traps |  |  |  |
| Balance |  | Dance |  | **Animal (DX)** |  |  |  |  |
| **Stealth (DX)** |  |  | Acrobatics |  | Riding |  | **Academic (IQ)** |  |  |
| Sneak |  | Contortions |  | Animal Training |  |  |  |
| Hide |  | Tightrope |  | **Survival (IQ)** |  |  |  |  |
| Hide Item |  | Rope Mastery |  | Foraging |  |  |  |
| Pick Locks |  | **Military Lore (IQ)** |  |  | Tracking |  |  |  |
| Disarm Traps |  | Strategy |  | Outdoor Living |  |  |  |
| **Perception (PW)** |  |  | Tactics |  | **Speed (DX)** |  |  |  |  |
| Search |  | Logistics |  | Running |  |  |  |
| Scan |  | Intelligence |  | Evade |  |  |  |
| Appraisal |  | General |  | Dodge |  | **Nature Lore (IQ)** |  |  |
| Armour |  |  | **Fencing (DX)** |  |  | Avoid |  | Navigation |  |
| **Social (CH)** |  |  | **Language (IQ)** |  |  | **Craft (IQ)** |  |  | Animals |  |
| Gambling |  |  |  |  |  | Plants |  |
| Leadership |  |  |  |  |  | Landscape |  |
| Seduction |  |  |  |  |  | Spirits |  |
| Persuasion |  |  |  |  |  | Dragons |  |
| Acting |  |  |  |  |  | Chaos |  |
| Singing |  |  |  | **Melee (DX)** |  |  | **Missile (DX)** |  |  |
| Trading |  |  |  |  |  |  |  |
| Customs |  |  |  |  |  |  |  |
| Oratory |  | **Thrown (DX)** |  |  |  |  |  |  |
| Nysalorian Riddles |  |  |  |  |  |  |  |
| Inclusion |  |  |  |  |  |  |  |
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| Weapons | DMG | NUL | R | MAX | PAR | Skill | Notes |
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| Missile Weapons | DMG | NUL | ROF | Ran | MAX | Skill | Notes |
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| Armour | PTS | MA | AdjDX | Notes |
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| Shield | PTS | PAR | CV | MA | AdjDX | Notes |
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| Special or Heroic Ability | Bonus | Special Ability | Bonus |
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| Advantage | Bonus | Advantage | Bonus |
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| Disadvantage | Penalty | Disadvantage | Penalty |
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| Religion | Aspect | Bonuses |
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| Attribute | PW | Effects | Attribute | PW | Effects |
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| Special Items |
| Item | Notes | Location | ENC |
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| Other Items |
| Item | Location | ENC | Item | Location | ENC |
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| Wealth Location | Wheels | Lunars | Clacks | Other |
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