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

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

|  |
| --- |
| Current PW |
|  |

|  |  |  |
| --- | --- | --- |
|  | Cost | Stat |
| ST |  |  |
| DX |  |  |
| IQ |  |  |
| PW |  | |  |  |  |  | | --- | --- | --- | --- | | AdjDX Combat | AdjDXStealth | AdjDX Gymnastics | AdjST Athletics | |  |  |  |  |  |  | | --- | | Madness | |  | |
| CH |  |  |
| MA |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Courage | Tradition | Inclusion | Caution | Cunning | Knockback |
|  |  |  |  |  |  |

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

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Weapons | DMG | NUL | R | MAX | PAR | Skill | Notes |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
| Missile Weapons | DMG | NUL | ROF | Ran | MAX | Skill | Notes |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
| Armour | | | PTS | | MA | AdjDX | Notes |
|  | | |  | |  |  |  |
|  | | |  | |  |  |  |
| Shield | | PTS | PAR | CV | MA | AdjDX | Notes |
|  | |  |  |  |  |  |  |
|  | |  |  |  |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Special or Heroic Ability | Bonus | Special Ability | Bonus |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Advantage | Bonus | Advantage | Bonus |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Disadvantage | Penalty | Disadvantage | Penalty |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Religion | | Aspect | Bonuses | | | |
|  | |  |  | | | |
|  | |  |  | | | |
|  | |  |  | | | |
| Attribute | PW | Effects | | Attribute | PW | Effects |
|  |  |  | |  |  |  |
|  |  |  | |  |  |  |
|  |  |  | |  |  |  |
|  |  |  | |  |  |  |
|  |  |  | |  |  |  |
|  |  |  | |  |  |  |
|  |  |  | |  |  |  |
|  |  |  | |  |  |  |
|  |  |  | |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Special Items | | | |
| Item | Notes | Location | ENC |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Other Items | | | | | |
| Item | Location | ENC | Item | Location | ENC |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Wealth Location | Wheels | Lunars | Clacks | Other |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |