

CHARACTERISTICS

BASIC SKILLS

CHARACTER NAME _____

WOUNDS CORRUPTION FORTUNE

THRESHOLD THRESHOLD MAXIMUM

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CURRENT CURRENT CURRENT

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SPECIAL ABILITIES

DEFENCE SOAK VALUE

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STANCES

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CONSERVATIVE	RECKLESS																						

FATIGUE

STRENGTH



SKILL CHAR TRAINED

ATHLETICS ST

BALLISTIC SKILL AG

COORDINATION AG

TOUGHNESS



INTIMIDATE ST

RESILIENCE TO

RIDE AG

AGILITY



SKULDUGGERY AG

STEALTH AG

WEAPON SKILL ST

INTELLIGENCE



CHARM FEL

DISCIPLINE WP

FIRST AID INT

FOLKLORE INT

STRESS

WILLPOWER



GUILE FEL

INTUITION INT

FELLOWSHIP



LEADERSHIP FEL

NATURE LORE INT

OBSERVATION INT

SPECIALISATIONS _____

RACE _____

CURRENT CAREER _____

CURRENT RANK _____

EQUIPMENT

WEAPON DAMAGE CRITICAL RANGE SPECIAL QUALITY

ARMOUR DEFENCE SOAK SPECIAL QUALITY

ADVANCED SKILLS

SKILL CHAR TRAINED SKILL CHAR TRAINED

TALENTS

AVAILABLE TALENT SLOTS: _____

PARTY TALENT SLOTS: _____

ACTIVE? TYPE NAME EFFECT

<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			

ACTIONS

TYPE NAME RECHARGE

Support	Assess the Situation	<input type="checkbox"/>
Support	Guarded Position	<input type="checkbox"/>
Melee	Melee Strike	<input type="checkbox"/>
Support	Perform a Stunt	<input type="checkbox"/>
Ranged	Ranged Shot	<input type="checkbox"/>
_____	_____	_____
_____	_____	_____
_____	_____	_____

CRITICAL WOUNDS

NAME EFFECT SEVERITY

INSANITIES

NAME EFFECT SEVERITY

MUTATIONS

NAME EFFECT SEVERITY

DISEASES

NAME EFFECT SYMPTOMS SEVERITY

