Class Name Career Career Level Career Path Status Hair Height Eyes Age **CHARACTERISTICS** RESILIENCE **EXPERIENCE FATE** WS BS WP Fe1 Ag Dex Int Fate Resilience Resolve Motivation Current Spent Total Fortune Initial Advances MOVEMENT Current Walk Run Movement **BASIC SKILLS BASIC SKILLS GROUPED & ADVANCED SKILLS** Characteristic Skill Skill Skill Name Adv Name Characteristic Adv Name Characteristic Adv Dex Fel Art Gossip Fel Athletics Ag Haggle Fel S Bribery Intimidate Fel Charm Intuition WP Charm Animal Leadership Fel S WS Climb Melee (Basic) WP Cool Melee WS Consume Alcohol T Navigation I Outdoor Survival Dodge Ag Int I Drive Ag Perception T Endurance Ride Ag Fel S Entertain Row Ag Gamble Int Stealth **TALENTS AMBITIONS** Times Short-Talent Name Description taken term Longterm **PARTY** Party Name Shortterm Longterm Members

		ARMO							ARMOUR POINTS
Name	Location	Locations Enc AP Qualities					01-09		
					- 12				10-24
								Head	
	Lange 1							25-44	Left arm
									(or secondary arm)
						* /		Right arm	45-79
TRAPPINGS			PSYCHOLOGY					(or primary arm)	
Name		Enc _						90-00	Body
		-			1				12/12/2
								Right leg	80-89
			CORRUPTION & MUTATION				\wedge		
									Left leg
								Shield	
		-	WE	ALTH	_ EN	ENCUMBRANCE			VOUNDS
			D		Wea	pons		SB	_
		-			Arn	nour		TB×2	
			SS		Traj	ppings	Y	WPB	
		-			Max	Enc.	# # # ·	Hardy	No. 1999
			GC		Tota	á	1	Wounds	***
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		_			EAPON				
Name		Group	Enc	Range	/Reach	Damage	Qualit	ies	
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Name	CN	Range	Т	arget	Duration	Effect			No les
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