

# Attributes

**Agility**    **Constitution**    **Strength**    **Erudition**    **Persona**    **Wisdom**  
 [   ] [   ] [   ]     [   ] [   ] [   ]     [   ] [   ] [   ]     [   ] [   ] [   ]     [   ] [   ] [   ]     [   ] [   ] [   ]

# Skills

<b>Acumen</b> + [ ]	<b>Housecraft</b> + [ ]	<b>Resilience</b> + [ ]
Appraise (EW)[ ][ ]	Cleaning (WW)[ ][ ]	Breath Holding (CP)[ ][ ]
Logic (WW)[ ][ ]	Cooking (PW)[ ][ ]	Ego (PW)[ ][ ]
Perception (WW)[ ][ ]	Farming (CW)[ ][ ]	Resist Cold (CP)[ ][ ]
Tactics (EW)[ ][ ]	Sewing (AW)[ ][ ]	Resist Fatigue (CP)[ ][ ]
<b>Animal Handling</b> + [ ]	Stewardship (EW)[ ][ ]	Resist Heat (CP)[ ][ ]
Falconry (PW)[ ][ ]	<b>Influence</b> + [ ]	Resist Hunger (CP)[ ][ ]
Herding (PW)[ ][ ]	Barter (PW)[ ][ ]	<b>Science</b> + [ ]
Riding (AP)[ ][ ]	Detect Motive (PW)[ ][ ]	Alchemy (EE)[ ][ ]
Training (PW)[ ][ ]	Insult (PP)[ ][ ]	Astronomy (EE)[ ][ ]
<b>Arts</b> + [ ]	Intimidation (SP)[ ][ ]	Medicine (EE)[ ][ ]
Acting (PP)[ ][ ]	Persuasion (PP)[ ][ ]	Physics (EW)[ ][ ]
Dancing (AP)[ ][ ]	<b>Intrigue</b> + [ ]	Taxonomy (EW)[ ][ ]
Drawing (AP)[ ][ ]	Etiquette (EP)[ ][ ]	Weatherlore (EW)[ ][ ]
Music (AP)[ ][ ]	Heraldry (EE)[ ][ ]	<b>Survival</b> + [ ]
Poetry (EP)[ ][ ]	Laws (EP)[ ][ ]	First-Aid (AW)[ ][ ]
<b>Athleticism</b> + [ ]	Occults (EP)[ ][ ]	Fishing (AW)[ ][ ]
Climbing (AS)[ ][ ]	Statecraft (PW)[ ][ ]	Foraging (EW)[ ][ ]
Jumping (SS)[ ][ ]	<b>Knowledge</b> + [ ]	Navigation (EW)[ ][ ]
Lifting (SS)[ ][ ]	Folklore (EW)[ ][ ]	Sheltering (SW)[ ][ ]
Running (CS)[ ][ ]	Geography (EE)[ ][ ]	Tracking (WW)[ ][ ]
Swimming (CS)[ ][ ]	History (EE)[ ][ ]	<b>Toughness</b> + [ ]
<b>Crafting</b> + [ ]	Linguistic (EP)[ ][ ]	Natural Healing (CC)[ ][ ]
Gemcutting (AW)[ ][ ]	Religion (EW)[ ][ ]	Resist Disease (CC)[ ][ ]
Labouring (CS)[ ][ ]	<b>Luck</b> (PP)[ ][ ]	Resist Pain (CP)[ ][ ]
Masonry (SW)[ ][ ]	<b>Melee Combat</b> + [ ]	Resist Poison (CC)[ ][ ]
Metalworking (SW)[ ][ ]	1H Hafted (AS)[ ][ ]	Resist Shock (CC)[ ][ ]
Woodworking (AW)[ ][ ]	1H Swords (AS)[ ][ ]	_____ + [ ]
<b>Dexterity</b> + [ ]	2H Swords (AS)[ ][ ]	( ) [ ][ ]
Disable Traps (AW)[ ][ ]	Brawling (AS)[ ][ ]	( ) [ ][ ]
Lockpicking (AW)[ ][ ]	Polearms (AS)[ ][ ]	( ) [ ][ ]
Sleight of Hand (AA)[ ][ ]	<b>Ranged Combat</b> + [ ]	( ) [ ][ ]
Ropework (AW)[ ][ ]	Bows (AS)[ ][ ]	( ) [ ][ ]
<b>Grace</b> + [ ]	Crossbows (AW)[ ][ ]	( ) [ ][ ]
Acrobatics (AS)[ ][ ]	Firearms (AW)[ ][ ]	
Balance (AW)[ ][ ]	Slings (AW)[ ][ ]	
Reflex (AW)[ ][ ]	Thrown (AS)[ ][ ]	
Stealth (AW)[ ][ ]		

# Languages

# Traits

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Melee Ranges of Attack

Close [   ] Medium [   ] Long [   ]

# Weapons

**Name:** \_\_\_\_\_

Skill: \_\_\_\_\_ Dice Pool[   ]

Damage: \_\_\_\_\_ B[   ] S[   ] P[   ]

Range: \_\_\_\_\_ Burden[   ]

Special: \_\_\_\_\_

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**Name:** \_\_\_\_\_

Skill: \_\_\_\_\_ Dice Pool[   ]

Damage: \_\_\_\_\_ B[   ] S[   ] P[   ]

Range: \_\_\_\_\_ Burden[   ]

Special: \_\_\_\_\_

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**Name:** \_\_\_\_\_

Skill: \_\_\_\_\_ Dice Pool[   ]

Damage: \_\_\_\_\_ B[   ] S[   ] P[   ]

Range: \_\_\_\_\_ Burden[   ]

Special: \_\_\_\_\_

# Ammunitions

**Type:** \_\_\_\_\_ Burden[   ]

Special: \_\_\_\_\_

Quantity[   ]

**Type:** \_\_\_\_\_ Burden[   ]

Special: \_\_\_\_\_

Quantity[   ]

# Spirit

Max: 4(C+P)  
[   ]

# Virtues

**Courage**

Craven/Prudent                      Daring/Reckless

**Faith**

Sacrilegious/Sceptic                      Devout/Zealot

**Honesty**

Devious/Cunning                      Frank/Pedantic

**Pride**

Meek/Humble                      Dignified/Vain

**Temperance**

Debauched/Epicurean                      Disciplined/Insensitive

# Armour

**Body:** \_\_\_\_\_

B[   ] S[   ] P[   ] Burden[   ]

Special: \_\_\_\_\_

**Helmet:** \_\_\_\_\_

B[   ] S[   ] P[   ] Burden[   ]

Special: \_\_\_\_\_

**Total** \_\_\_\_\_

B[   ] S[   ] P[   ] Burden[   ]

# Wounds-&-Injuries

Minor                      Major                      Bleeding Malus

○ ○ ○ ○ ○                      ○ ○ ○ ○ ○                      ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

-1                      -3                      -10

Stun Malus

[   ]

[ Max: 3C ]

○ Incapacitated    ○ Unconscious    ○ Dead

