

Name		Species	Class
Career		Career Level	
Career Path			Status
Age	Height	Hair	Eyes

[illegible]

FATE	
Fate	
Fortune	

RESILIENCE		
Resilience	Resolve	Motivation

EXPERIENCE		
Current	Spent	Total

MOVEMENT					
Movement		Walk		Run	

BASIC SKILLS				
Name	Characteristic	Adv	Skill	
Art	Dex			
Athletics	Ag			
Bribery	Fel			
Charm	Fel			
Charm Animal	WP			
Climb	S			
Cool	WP			
Consume Alcohol	T			
Dodge	Ag			
Drive	Ag			
Endurance	T			
Entertain	Fel			
Gamble	Int			

BASIC SKILLS				
Name	Characteristic		Adv	Skill
Gossip	Fel			
Haggle	Fel			
Intimidate	S			
Intuition	I			
Leadership	Fel			
Melee (Basic)	WS			
Melee	WS			
Navigation	I			
Outdoor Survival	Int			
Perception	I			
Ride	Ag			
Row	S			
Stealth	Ag			

GROUPED & ADVANCED SKILLS				
Name	Characteristic		Adv	Skill

TALENTS		
Talent Name	Times taken	Description

AMBITIONS	
Short-term	
Long-term	


PARTY	
Party Name	
Short-term	
Long-term	
Members	



ARMOUR				
Name	Locations	Enc	AP	Qualities

Name	Locations	Enc	AP	Qualities

# ARMOUR POINTS



01-09  
☐  
Head

10-24  
☐  
Left arm  
(or secondary arm)

25-44  
☐  
Right arm  
(or primary arm)

45-79  
☐  
Body

80-89  
☐  
Left leg

90-00  
☐  
Right leg

☐  
Shield

TRAPPINGS	
Name	Enc

Name	Enc

PSYCHOLOGY

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# CORRUPTION & MUTATION

This image shows a blank, aged, cream-colored page, likely an endpaper or flyleaf of a book. The paper has a slightly textured appearance with some minor discoloration and faint smudges, particularly along the left edge and bottom. The right edge is slightly irregular, suggesting it might be part of a bound volume.

WEALTH	
D	
SS	
GC	

D	
SS	
GC	

ENCUMBRANCE	
Weapons	
Armour	
Trappings	
Max Enc.	
Total	

Weapons	
Armour	
Trappings	
Max Enc.	
Total	

WOUNDS		
SB		
TB×2		
WPB		
Hardy		
Wounds		

SB	
TB×2	
WPB	
Hardy	
Wounds	

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Name	CN	Range	Target	Duration	Effect

Sin