



Childhood:
Past Career:
Nationality & Race:

SPECIALITIES

Act	(Presence)	[]
Appraisal	(Intellect)	[]
Athletics	(Dexterity)	[]
Brawl	(Dexterity)	[]
Bribery	(Presence)	[]
Bull!	(Presence)	[]
Charm	(Presence)	[]
Conceal Item	(Intellect)	[]
Conversation	(Presence)	[]
Disguise	(Intellect)	[]
Dodge!	(Dexterity)	[]
Drive Carriage	(Intellect)	[]
Education	(Intellect)	[]
Etiquette	(Intellect)	[]
Fashion	(Presence)	[]
First Aid	(Intellect)	[]
Gambling	(Intellect)	[]
Hacking & Bashing	(Dexterity)	[]
Hide & Sneak	(Dexterity)	[]
High Society	(Intellect)	[]
Horse Riding	(Intellect)	[]
Human Perception	(Presence)	[]
Impress	(Presence)	[]
Improvised Weapon	(Dexterity)	[]
Intimidate	(Presence)	[]
Linguistics	(Intellect)	[]
Literacy	(Intellect)	[]
Local Expert	(Intellect)	[]
Oratory	(Presence)	[]
Perception	(Intellect)	[]
Photography	(Intellect)	[]
Pistol Shooting	(Dexterity)	[]
Research	(Intellect)	[]
Rifle Marksman	(Dexterity)	[]
Scrutinise	(Intellect)	[]
Seduction	(Presence)	[]
Small Boat Pilot	(Intellect)	[]
Streetwise	(Presence)	[]
Swordplay	(Dexterity)	[]
Teaching	(Presence)	[]
Throwing	(Dexterity)	[]

[illegible]

Initiative		Running Speed	
Damage Bonus		Health	
Constitution		Resolve	

Fortitude
 Armour Worn: Total:

A 5x15 grid of circles. Each circle contains a negative integer. The values are constant across rows: the first row contains 15 circles with the value -1; the second row contains 15 circles with the value -2; the third row contains 15 circles with the value -3; the fourth row contains 15 circles with the value -4; and the fifth row contains 15 circles with the value -5.

[illegible][illegible][illegible]

PROPERTY & ASSETS

COMPLICATIONS

[illegible]

CONTACTS

[illegible]