

CHARACTERISTICS

BASIC SKILLS

FATIGUE

STRENGTH



SKILL

ATHLETICS

CHAR

ST

TRAINED

■■■

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

■■■

WILLPOWER



FOLKLORE

INT

■■■

GUILE

FEL

■■■

INTUITION

INT

■■■

FELLOWSHIP



LEADERSHIP

FEL

■■■

NATURE LORE

INT

■■■

OBSERVATION

INT

■■■

FORTUNE

CHARACTER NAME

RACE

CURRENT CAREER

CURRENT RANK

WOUND
THRESHOLD

SPECIALISATIONS

SPECIAL ABILITIES

EQUIPMENT

WEAPON

DAMAGE

CRITICAL

RANGE

SPECIAL QUALITY

ARMOUR

DEFENCE

SOAK

SPECIAL QUALITY

ADVANCED SKILLS

SKILL

CHAR

TRAINED

SKILL

CHAR

TRAINED

■■■

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EQUIPMENT

INSANITIES

CRITICAL WOUNDS

ADVERSARIES

MONEY

Gold

Silver

Brass

ENCUMBRANCE

Unencumbered Limit:

Encumbered Limit:

STANCES



CONSERVATIVE

RECKLESS

CHARACTER NAME

CURRENT CAREER

PREVIOUS CAREERS

EXPERIENCE

ADVANCES SPENT

GENERAL CAREER ADVANCES

- ☐ Action Card:
- ☐ Talent:
- ☐ Skill Training or Specialty:
- ☐ Wound Threshold:
- ☐ Open Career Advance:
- ☐ Open Career Advance:
- ☐ Open Career Advance:
- ☐ Open Career Advance:
- ☐ Open Career Advance:
- ☐ Open Career Advance:

CAREER COMPLETION ADVANCES

- ☐ ☐ ☐ ☐ Career Transition:
- ☐ Dedication Bonus:

NON-CAREER ADVANCES

- ☐ ☐ ☐ ☐ ☐ Advance Type:
- ☐ ☐ ☐ ☐ ☐ Advance Type:

CARD INVENTORY

