

NAME  PLAYER

AGE  SEX  HOUSE

DESCRIPTION/NOTES

**RATING ABILITY SPECIALTIES**

	AGILITY	
	ANIMAL HANDLING	
	ATHLETICS	
	AWARENESS	
	CUNNING	
	DECEPTION	
	ENDURANCE	
	FIGHTING	
	HEALING	
	KNOWLEDGE	
	LANGUAGE ( )	OTHER LANGUAGES
	MARKSMANSHIP	
	PERSUASION	
	STATUS	
	STEALTH	
	SURVIVAL	
	THIEVERY	
	WARFARE	
	WILL	

**INTRIGUE**

<b>INTRIGUE DEFENSE</b>	<b>COMPOSURE</b>
	21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
AWARENESS + CUNNING + STATUS	WILL × 3
<b>VICTORY POINTS</b>	<b>FRUSTRATIONS</b> < WILL
	-1D -2D -3D -4D -5D -6D -7D <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

**COMBAT**

<b>COMBAT DEFENSE</b>	<b>HEALTH</b>
	21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
AGILITY + ATHLETICS + AWARENESS + DEFENSE BONUS - ARMOR PENALTY	ENDURANCE × 3
<b>INJURIES</b> ≤ ENDURANCE	<b>WOUNDS</b> < ENDURANCE
-1 -2 -3 -4 -5 -6 -7 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1D -2D -3D -4D -5D -6D -7D <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>MOVEMENT</b> 4 + RUN/2 - BULK/2	<b>SPRINT</b> (MOVE × 4) - BULK

**ARMOR**

ARMOR TYPE	ARMOR RATING (AR)	ARMOR PENALTY	BULK

**WEAPONS/ATTACKS**

WEAPON/ATTACK	TEST DICE	DAMAGE	QUALITIES

**QUALITIES (BENEFITS & DRAWBACKS)**


**DESTINY POINTS**


**PERSONAL GEAR**




