



CHARACTER RECORD SHEET

Character Name _____
 Race _____ Age _____ Gender _____
 Homeland _____ Birth Date _____ Size _____
 Orders _____ Height _____ Weight _____
 _____ Hair _____ Eyes _____
 Elite Orders _____ Skin _____ Handedness _____

Player Name _____
 Chronicle _____

ATTRIBUTES

	FAVOUR	ORIG	RACIAL MOD	TOTAL	ATTR MOD
Bearing <input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Nimbleness <input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Perception <input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Strength <input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Vitality <input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wits <input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMOUR & SHIELD

Armour Worn _____

DAMAGE ABSORBED NIMBLENESS PENALTY

Shield Carried _____

PARRY BONUS RANGED ATTACK MOD

	MODIFIER	TOTAL
RENOWN	<input type="text"/>	<input type="text"/>
COURAGE	<input type="text"/>	<input type="text"/>
CORRUPTION	<input type="text"/>	<input type="text"/>

	NIM MOD	MISC MOD	TOTAL
DEFENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>
INITIATIVE	<input type="text"/>	<input type="text"/>	<input type="text"/>

REACTIONS

	FAVOUR	ATTR MOD	MISC MOD	TOTAL
Stamina <input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Swiftess <input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Willpower <input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Wisdom <input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

HEALTH & WEARINESS

HEALTH	PENALTY	TOTAL	WEARINESS	PENALTY	TOTAL
Healthy	0	<input type="text"/>	0	Hale	
Dazed	-1	<input type="text"/>	-1	Winded	
Injured	-3	<input type="text"/>	-2	Tired	
Wounded	-5	<input type="text"/>	-4	Weary	
Incapacitated	-7	<input type="text"/>	-8	Spent	
Near Death	-9	<input type="text"/>	*	Exhausted	

SKILLS

	SPECIALTY	TEST CAT	ATTRIB	ATTR MOD	SKILL RANK	MISC MOD	TOTAL RANK
Acrobatics*	()	P	Nim				
Appraise	()	A	Wits				
Armed Combat*	()	P	Nim				
	()						
Climb*	()	P	Str				
Conceal*	()	P	Wits				
Craft	()	P	Nim				
	()						
Debate*	()	S	Wits				
Games*	()	P	Nim				
Guise	()	A	Wits				
Healing	()	P	Wits				
Inquire*	()	S	Brg				
Insight*	()	S	Per				
Inspire*	()	S	Brg				
Intimidate*	()	S	Brg				
Jump*	()	P	Str				
Language	()	A	Wits				
	()						
	()						
	()						
Legerdmain	()	P	Nim				
Lore	()	A	Wits				
	()						
	()						
	()						

	SPECIALTY	TEST CAT	ATTRIB	ATTR MOD	SKILL RANK	MISC MOD	TOTAL RANK
Mimicry	()	P	Brg				
Observe*	()	P	Per				
Perform*	()	S	Brg				
	()						
Persuade*	()	S	Brg				
Ranged Combat*	()	P	Nim				
	()						
Ride*	()	P	Brg				
Run*	()	P	Str				
Sea-craft	()	P	Wits				
Search*	()	P	Per				
Siegecraft	()	P	Wits				
Smithcraft	()	P	Str				
Stealth*	()	P	Nim				
Stoncraft	()	P	Str				
Survival*	()	P	Per				
	()						
Swim*	()	P	Str				
Teamster*	()	P	Str				
Track	()	P	Wits				
Unarmed Combat*	()	P	Nim				
Weather-sense	()	P	Per				
	()						
	()						
	()						

* Can be used untrained

WEAPONS

WEAPON	RANGES	DAMAGE	PARRY BONUS	SIZE	SPECIAL

EQUIPMENT & GEAR

ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT

Total Weight Carried

Current Burden

Movement

MONEY

- Copper Pennies (cp)
- Silver Pennies (sp)
= 100 cp
- Silver Pieces (SP)
= 4 sp
- Gold Pennies (gp)
= 1 SP
- Gold Pieces (GP)
= 4 gp

OTHER POSSESSIONS

(Empty space for listing other possessions)

EXPERIENCE

Experience Points (XP)

Advancements

RACIAL ABILITIES

(Ruled lines for racial abilities)

ORDER ABILITIES

(Ruled lines for order abilities)

EDGES

(Ruled lines for edges)

FLAWS

(Ruled lines for flaws)

DESCRIPTION

Five horizontal lines for describing the character.

Character Sketch/Symbol

A large rectangular box for drawing a character sketch or symbol.

PERSONALITY

Five horizontal lines for describing the character's personality.

BACKGROUND & NOTES

A large area with many horizontal lines for background information and notes.

QUOTES

Two horizontal lines for recording quotes.