



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 table with columns: BEARING, NIMBLENESS, PERCEPTION, STRENGTH, VITALITY, WITS. Sub-columns: FAVOURED, ORIG, RACIAL MOD, TOTAL, ATTR MOD.

ARMOUR & SHIELD section containing ARMOUR WORN, SHIELD CARRIED, DAMAGE ABSORBED, PARRY BONUS, NIMBLENESS PENALTY, and RANGED ATTACK MOD.

RENOWN, COURAGE, and CORRUPTION table with MODIFIER and TOTAL columns.

DEFENCE and INITIATIVE table with NIM MOD, MISC MOD, and TOTAL columns.

REACTIONS table with columns: STAMINA, SWIFTNESS, WILLPOWER, WISDOM. Sub-columns: FAVOURED, ATTR MOD, MISC MOD, TOTAL.

HEALTH table with rows: HEALTHY, DAZED, INJURED, WOUNDED, INCAPACITATED, NEAR DEATH. Columns: PENALTY, TOTAL (dice), WEARINESS (HALE, WINDED, TIRED, WEARY, SPENT, EXHAUSTED).

SKILLS table (left side) with columns: SPECIALTY, TEST CAT, ATTRIBUTE, ATTR MOD, SKILL RANK, MISC MOD, TOTAL RANK. Skills include ACROBATICS*, APPRAISE, ARMED COMBAT*, CLIMB*, CONCEAL*, CRAFT, DEBATE*, GAMES*, GUISE, HEALING, INQUIRE*, INSIGHT*, INSPIRE*, INTIMIDATE*, JUMP*, LANGUAGE, LEGERDEMAIN, LORE.

SKILLS table (right side) with columns: SPECIALTY, TEST CAT, ATTRIBUTE, ATTR MOD, SKILL RANK, MISC MOD, TOTAL RANK. Skills include MIMICRY, OBSERVE*, PERFORM*, PERSUADE*, RANGED COMBAT*, RIDE*, RUN*, SEA-CRAFT, SEARCH*, SIEGECRAFT, SMITHCRAFT, STEALTH*, STONECRAFT, SURVIVAL*, SWIM*, TEAMSTER*, TRACK, UNARMED COMBAT*, WEATHER-SENSE.

* Can be used untrained

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DESCRIPTION

CHARACTER SKETCH / SYMBOL

PERSONALITY

BACKGROUND & NOTES

QUOTES

