

CHARACTERISTICS

BASIC SKILLS

FATIGUE

STRENGTH



SKILL	CHAR	TRAINED
ATHLETICS	ST	■■■
BALLISTIC SKILL	AG	■■■
COORDINATION	AG	■■■

TOUGHNESS



SKILL	CHAR	TRAINED
INTIMIDATE	ST	■■■
RESILIENCE	TO	■■■
RIDE	AG	■■■

AGILITY



SKILL	CHAR	TRAINED
SKULDUGGERY	AG	■■■
STEALTH	AG	■■■
WEAPON SKILL	ST	■■■

INTELLIGENCE



SKILL	CHAR	TRAINED
CHARM	FEL	■■■
DISCIPLINE	WP	■■■
FIRST AID	INT	■■■

WILLPOWER



SKILL	CHAR	TRAINED
FOLKLORE	INT	■■■
GUILE	FEL	■■■
INTUITION	INT	■■■

FELLOWSHIP



SKILL	CHAR	TRAINED
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

		■■■			■■■
		■■■			■■■
		■■■			■■■

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
