NAME:

SETTING:

RACE:

RANK:

ATTRIBUTES

4 6 8 10 12 AGILITY
4 6 8 10 12 SMARTS
4 6 8 10 12 SPIRIT
4 6 8 10 12 STRENGTH
4 6 8 10 12 VIGOR

SKILLS

4 6 8 10 12
4 6 8 10 12
4 6 8 10 12
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4 6 8 10 12
4 6 8 10 12

DERIVED STATS

___ PACE (6")
___ PARRY (2+HALF FIGHTING)
___ TOUGHNESS (2+HALF VIGOR)
___ CHARISMA (0)

HINDRANCES

EDGES

WOUNDS: -1 -2 -3 NC

PERMANENT INJURIES:

FATIGUE: -1 -2 NC

GEAR

ITEM	LOCATION	WEIGHT

CURRENCY

TOTAL WEIGHT CARRIED:
WEIGHT LIMIT:
ENCUMBERANCE PENALTY:

ANIMAL/COMPANION

TYPE:
NAME:

ATTRIBUTES

___ AGILITY ___ PACE
___ SMARTS ___ PARRY
___ SPIRIT ___ TOUGHNESS
___ STRENGTH
___ VIGOR

SKILLS

NOTES

ARMOR

TYPE	AREA PROTECTED	PROTECTION	WEIGHT	COST

WEAPON

WEAPON	RANGE	ROF	DAMAGE	WEIGHT	NOTES

AMMO/SPELL POINT COUNTER

5 10 6
5 10 6
5 10 6

TOTAL XP:

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