








NAME: _____ RACE: _____ PARTY: _____ HUNGER 

PHYSICAL CHARACTERISTICS



FATIGUE 

STRENGTH  **FORTUNE** 

TOUGHNESS  

AGILITY  

BASIC SKILLS

BASIC SKILLS  **ADV. SKILLS** 

Trained	Physical Skills	Char	Trained	Skill	Char
<input type="checkbox"/>	ATHLETICS	ST	<input type="checkbox"/>		
<input type="checkbox"/>	BALLISTIC SKILL	AG	<input type="checkbox"/>		
<input type="checkbox"/>	COORDINATION	AG	<input type="checkbox"/>		
<input type="checkbox"/>	INTIMIDATE	ST	<input type="checkbox"/>		
<input type="checkbox"/>	RESILIENCE	TO	<input type="checkbox"/>		
<input type="checkbox"/>	RIDE	AG	<input type="checkbox"/>		
<input type="checkbox"/>	SKULDUGGERY	AG	<input type="checkbox"/>		
<input type="checkbox"/>	STEALTH	AG	<input type="checkbox"/>		
<input type="checkbox"/>	WEAPON SKILL	ST	<input type="checkbox"/>		

CAREER: _____

FAME RANK:

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NOBLE RANK:


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EXPERIENCE:

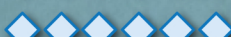

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 Unspent Total

MENTAL CHARACTERISTICS

STRESS 

INTELLIGENCE  **FORTUNE** 

WILLPOWER  

FELLOWSHIP  

BASIC SKILLS

BASIC SKILLS  **SPECIALIZATION** 

Trained	Mental Skills	Char	Description
<input type="checkbox"/>	CHARM	FEL	
<input type="checkbox"/>	DISCIPLINE	WP	
<input type="checkbox"/>	FIRST AID	INT	
<input type="checkbox"/>	FOLKLORE	INT	
<input type="checkbox"/>	GUILE	FEL	
<input type="checkbox"/>	INTUITION	INT	
<input type="checkbox"/>	LEADERSHIP	FEL	
<input type="checkbox"/>	NATURE LORE	INT	
<input type="checkbox"/>	OBSERVATION	INT	

MONEY

 Gold _____


 Silver _____


 Brass _____

FORTUNE POINTS

WEAPONS

Description	Damage	(# of )	Critical	Range	Enc.	Special Notes	Quality	Prime Damage
_____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/> - <input type="checkbox"/>	<input type="checkbox"/>

Ammunition  _____ Enc. _____

RACIAL ABILITIES

PARTY ABILITIES

ARMOUR

Description	Defense	Soak	Enc.	Special Notes	Quality	Total Defense	Total Soak
_____	_____	_____	_____	_____	<input type="checkbox"/> - <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CAREER ABILITIES

SPECIAL ABILITIES

EQUIPMENT

Description	Enc.	Description	Enc.
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

ENCUMBRANCE

Current Enc. Enc. Limit

ACQUIRED STANCE PIECES



ACQUIRED ACTIONS

ACQUIRED TALENTS

LINGERING EFFECTS

CAREER DETAILS

PAST CAREERS:

CURRENT CAREER:

CAREER TRAITS:

PRIMARY CHARACTERISTICS:

CAREER SKILLS:

CAREER STANCE:

CAREER TALENT SLOTS:

GENERAL CAREER ADVANCES

FIXED CAREER ADVANCES

Available
Advances

- ACTION CARD:
- TALENT:
- SKILL OR SPECIALISATION:
- WOUND THRESHOLD:

OPEN CAREER ADVANCE LIMITATIONS

Actions Talents Skills Fortune Cons. Reck. Wound

OPEN CAREER ADVANCES

- OPEN CAREER ADVANCE:
- OPEN CAREER ADVANCE:
- OPEN CAREER ADVANCE:
- OPEN CAREER ADVANCE:
- OPEN CAREER ADVANCE:
- OPEN CAREER ADVANCE:

Career
Completion / 10

CAREER COMPLETION ADVANCES

DEDICATION BONUS

Upon completing all 10 General Career Advances, you are eligible to spend an advance on the Dedication Bonus. The Dedication Bonus makes the Career Ability permanent, grants a free specialisation for any skill trained in General Career Advances and the Career Transition advances are reduced by 1 (to a minimum of 1).

NEW CAREER:

MATCHING TRAITS:

CAREER TRANSITION

The cost of Career Transition starts at 4 but is reduced by the Dedication Bonus and number of matching traits to a minimum of 1 (or 0 for Reiklanders).

NON-CAREER ADVANCES

NON-CAREER ADVANCE:

NON-CAREER ADVANCE:

Non-Primary Characteristic advances cost 1 extra advance. 2 Advances - Train a basic skill outside the character's current career / Acquire a talent outside the character's current career. 4 Advances - Acquire an advanced skill outside the character's current career / Train an advanced skill outside the character's current career.

CHARACTER DETAILS

NAME: _____
 RACE: _____
 PARTY: _____
 AGE: _____
 BIRTHPLACE: _____
 HOME: _____
 PRIMARY MOTIVATOR: _____

APPEARANCE DETAILS: _____

FAMILY MEMBERS: _____

NOTABLE ALLIES: _____

NOTABLE ENEMIES: _____

CONVERSATIONALS: _____

QUIRKS & HABITS: _____

HOBBIES & ENJOYMENT: _____

QUALIFICATIONS: _____

DUTIES: _____

	Low	Average	High
EMOTIONAL EXPRESSION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
OPTIMISM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INTEGRITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
IMPULSIVENESS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BOLDNESS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FLEXIBILITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
EMPATHY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INTERACTIVITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DISCLOSURE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CONFORMITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LABIDO	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TOLERANCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SPIRITUALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

MELEE STRIKE 0

Weapon Skill (ST) vs. Target Defence

Melee weapon equipped & engaged with target.

- Normal damage.
- +2 damage.
- Perform manoeuvre for free.
- Target may disengage from you for free.

RANGED SHOT 0

Ballistic Skill (AG) vs. Target Defence

Ranged weapon equipped & not engaged.

- Normal damage.
- +2 damage.
- Perform manoeuvre for free.
- One unengaged opponent in close range may engage you.

DODGE 2

Agility 3+ & not encumbered

- After you are declared the target of a Melee or Ranged Attack, or a Spell or Blessing targets your defense, add 2 recharge tokens to this action and add to the action's dice pool.
- If Coordination is trained, add another .

BLOCK 2

Toughness 3+ & shield equipped

- After you are declared the target of a Melee or Ranged Attack, add 2 recharge tokens to this action and add to the action's dice pool.
- If Resilience is trained, add another .

PARRY 2

Strength 3+ & melee weapon equipped

- After you are declared the target of a Melee Attack, add 2 recharge tokens to this action and add to the action's dice pool.
- If Weapon Skill is trained, add another .

ASSESS THE SITUATION 0

Intuition (INT)

- Special: Add if engaged.
- Recover 1 fatigue and 1 stress. Until the start of your next turn, add to any Melee or Ranged actions targeting you.
- Remove 1 recharge token from a card.
- Add 1 recharge token to a card.

BASIC ACTION CARDS

GUARDED POSITION 0

Discipline (WP)

- Until the start of your next turn, add to any Melee or Ranged Attack actions targeting you or any allies in the same engagement as you.
- Until the start of your next turn, add to any Melee or Ranged Attack actions targeting you or any allies in the same engagement as you.
- An engaged ally may remove 1 recharge token from any of his recharging cards.
- Suffer 1 stress.

PERFORM A STUNT 0

Varies Based On Stunt Attempted

- Perform action as intended.
- Perform action incredibly well; may perform a free manoeuvre.
- Physical check: recover 1 fatigue. Mental: recover 1 stress.
- Physical check: suffer 1 fatigue. Mental: suffer 1 stress.