

STANCE

NAME:

RACE:

CAREER:

PHYSICAL CHARACTERISTICS

FORTUNE

BASIC SKILLS

ADV. SKILLS

STRENGTH TOUGHNESS AGILITY

FORTUNE

Trained Physical Skills Char ATHLETICS BALLISTIC SKILL COORDINATION INTIMIDATE RESILIENCE RIDE SKULDUGGERY STEALTH WEAPON SKILL

Trained Skill Char

FAME RANK: NOBLE RANK: EXPERIENCE: Unspent Total

WOUNDS CRITICALS

WOUNDS CRITICALS

SHAME CORRUPTION

SHAME CORRUPTION

SPECIAL ABILITIES

MENTAL CHARACTERISTICS

FORTUNE

BASIC SKILLS

SPECIALIZATION

INTELLIGENCE WILLPOWER FELLOWSHIP

FORTUNE

Trained Mental Skills Char CHARM DISCIPLINE FIRST AID FOLKLORE GUILLE INTUITION LEADERSHIP NATURE LORE OBSERVATION

Description

SPECIAL ABILITIES

WEAPONS

Table with columns: Description, Enc., Damage, Critical, Range, Special Notes, Quality, Total Damage

ARMOUR

Table with columns: Description, Enc., Defense, Soak, Special Notes, Quality, Total Defense, Total Soak

EQUIPMENT

Table with columns: Description, Enc., Description, Enc., Brass, Silver, Gold

MONEY

ENCUMBRANCE

Current Enc. Enc. Limit

MELEE STRIKE

Weapon Skill (ST) vs. Target Defence Melee weapon equipped & engaged with target.

RANGED SHOT

Ballistic Skill (AG) vs. Target Defence Ranged weapon equipped & not engaged.

DODGE

Agility 3+ & not encumbered After you are declared the target of a Melee or Ranged Attack...

BLOCK

Toughness 3+ & shield equipped After you are declared the target of a Melee or Ranged Attack...

PARRY

Strength 3+ & melee weapon equipped After you are declared the target of a Melee Attack...

ASSESS THE SITUATION

Intuition (INT) Special: Add 1 if engaged. Recover 1 fatigue and 1 stress...

BASIC ACTION CARDS

GUARDED POSITION

Discipline (WP) 0 Until the start of your next turn, add 1 to any Melee or Ranged Attack actions...

PERFORM A STUNT

Varies Based On Stunt Attempted 0 Perform action as intended. Perform action incredibly well...

FATIGUE

STRESS

CAREER

NOTES & DRAWINGS



CURRENT CAREER:

CAREER SHEET ATTRIBUTES

PAST CAREERS:

PRIMARY CHARACTERISTICS

- | | |
|------------------------------------|---------------------------------------|
| <input type="checkbox"/> STRENGTH | <input type="checkbox"/> INTELLIGENCE |
| <input type="checkbox"/> TOUGHNESS | <input type="checkbox"/> WILLPOWER |
| <input type="checkbox"/> AGILITY | <input type="checkbox"/> FELLOWSHIP |

CAREER SKILLS

- | | |
|--|--------------------------------------|
| <input type="checkbox"/> ATHLETICS | <input type="checkbox"/> CHARM |
| <input type="checkbox"/> BALLISTIC SKILL | <input type="checkbox"/> DISCIPLINE |
| <input type="checkbox"/> COORDINATION | <input type="checkbox"/> FIRST AID |
| <input type="checkbox"/> INTIMIDATE | <input type="checkbox"/> FOLKLORE |
| <input type="checkbox"/> RESILIENCE | <input type="checkbox"/> GUILF |
| <input type="checkbox"/> RIDE | <input type="checkbox"/> INTUITION |
| <input type="checkbox"/> SKULDUGGERY | <input type="checkbox"/> LEADERSHIP |
| <input type="checkbox"/> STEALTH | <input type="checkbox"/> NATURE LORE |
| <input type="checkbox"/> WEAPON SKILL | <input type="checkbox"/> OBSERVATION |

AVAILABLE ADVANCES & LIMITATIONS

- | |
|---|
| <input type="checkbox"/> ACTION CARDS |
| <input type="checkbox"/> TALENT CARDS |
| <input type="checkbox"/> SKILLS & SPECIALIZATIONS |
| <input type="checkbox"/> CHARACTERISTIC FORTUNE |
| <input type="checkbox"/> INCREASE CONSERVATIVE |
| <input type="checkbox"/> INCREASE RECKLESS |
| <input type="checkbox"/> WOUND THRESHOLD |

CAREER TRAITS

- BASIC
- INTERMEDIATE
- ADVANCED
- ELITE
- HEROIC
- ACADEMIC
- ARCANE
- BUREAUCRAT
- COMBAT
- DEDICATED
- DEVOTED
- ENGINEER
- FANATIC
- INDUSTRIOUS
- IRONBREAKER
- LEADER
- MENIAL
- MILITARY
- NOBLE
- PRIEST
- RELIGION
- RITUAL DANCER
- ROGUE
- RUNESMITH
- RURAL
- SOCIAL
- SLAYER
- SPECIALIST
- SWORD MASTER
- URBAN
- WATCHER
- WITCH
- WIZARD

Current / Threshold

INSANITIES

Name	Description	Severity

Current / Threshold

DISEASES

Name	Description	Symptoms	Severity

Current / Threshold

MUTATIONS

Name	Description	Severity

Current / Threshold

CRITICAL WOUNDS

Name	Description	Severity

EXPERIENCE:

Unspent Total

GENERAL CAREER ADVANCES



- ACTION CARD:
- TALENT:
- SKILL TRAINING OR SPECIALIZATION:
- WOUND THRESHOLD:
- OPEN CAREER ADVANCE:
- OPEN CAREER ADVANCE:
- OPEN CAREER ADVANCE:
- OPEN CAREER ADVANCE:
- OPEN CAREER ADVANCE:

FRIENDS & ALLIES

Name	Description

ENEMIES & NEMESIS

Name	Description

CAREER COMPLETION ADVANCES

CAREER TRANSITION: DEDICATION BONUS: _____

NON CAREER ADVANCES

NON CAREER ADVANCE: _____

NON CAREER ADVANCE: _____