Class Name Career Career Level Status Career Path THIFFIRMINE 1 6 4 Hair Height Eyes Age **CHARACTERISTICS** RESILIENCE **EXPERIENCE FATE** WS BS WP Fe1 Ag Dex Int Fate Resilience Resolve Motivation Current Spent Total Fortune Initial Advances **MOVEMENT** Current Walk Run Movement **BASIC SKILLS BASIC SKILLS** GROUPED & ADVANCED SKILLS Skill Skill Skill Name Characteristic Adv Name Characteristic Adv Name Characteristic Adv Dex Fel Art Gossip Fel Athletics Ag Haggle Fel S Bribery Intimidate Fel Charm Intuition WP Charm Animal Leadership Fel S WS Climb Melee (Basic) WP Cool Melee WS Consume Alcohol T Navigation I Outdoor Survival Dodge Ag Int I Drive Ag Perception T Endurance Ride Ag Fel S Entertain Row Ag Gamble Int Stealth **TALENTS AMBITIONS** Times Short-Talent Name Description taken term Longterm **PARTY** Party Name Shortterm Longterm Members

		ARMC	UR		41		No.		ARMOUR POINTS
Name Lo		ns End	AP	Qualities			01-09		
					1	100			10-24
						1		Head	10-21
		-						25-44	Left arm
								23-11	(or secondary arm
-			_			-	_	Right arm	45-79
TRA		PSYCHOLOGY					(or primary arm)		
Name		Enc						90-00	Body
		1	_					Right leg	80-89
			CC	RRUPTI	ON & I	MUTATIO	N		
									Left leg
								Shield	
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			WEALTH		EN	ENCUMBRANCE		WOUNDS	
		- 1	D		We	apons		SB	
					_ Arr	nour		TB×2	
			SS		Tra	ppings		WPB	
			- 50	1		x Enc.		Hardy	
			GC	17-17	Tot	al	-	Wounds	
			-				_		
		'A	1.3	W	EAPON	S			1 - 28
Name		Group	Enc	Range/	Reach	Damage	Qualit	ies	
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	Mary of the								
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						-		-	
				SPELLS	AND P	RAYERS			
Name	Range Ta		arget Duration		Effect	Effect			
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