

Name		Career/Status	
Species		Fate Points	
Class		Fortune Points	

	M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial											
Advances											
Current											

Basic Skills	Stat	Adv	%	Basic Skills	Stat	Adv	%
Art ()	Dex			Intimidate	S		
Athletics	Ag			Intuition	I		
Bribery	Fel			Leadership	Fel		
Charm	Fel			Melee (Basic)	WS		
Charm Animal	WP			Melee ()	WS		
Climb	S			Melee ()	WS		
Cool	WP			Navigation	I		
Consume Alcohol	T			Outdoor Survival	Int		
Dodge	Ag			Perception	I		
Drive	Ag			Pray	Fel		
Endurance	T			Ride	Ag		
Entertain ()	Fel			Row	S		
Gamble	Int			Stealth (Rural)	Ag		
Gossip	Fel			Stealth (Urban)	Ag		
Haggle	Fel						

Advanced Skills	Stat	Adv	%	Skill	Stat	Adv	%

Talent	Lvl	Talent	Lvl
See the last page for Talent Descriptions.			

Combat

Initiative		Strength Bonus	
Walk		Toughness Bonus	
Run		Dodge	

Weapon (Group)	Range/Reach	%	Damage	Qualities & Flaws	Enc

	Armour	AP	Qualities	Enc
01-09 Head				
10-24 Left Arm				
25-44 Right Arm				
45-79 Body				
80-89 Left Leg				
90-00 Right Leg				
Shield				

Max Wounds		Current Wounds		Stress		Stress Limit	
Injuries and Afflictions							

Gold Crowns		Silver Shillings		Brass Pennies	
1 Gold Crown (GC) = 20 Silver Shillings (SS) = 12 Brass Pennies					

Trappings	Enc	Trappings	Enc

Strength Bonus + Toughness Bonus = Max Encumbrance					
Weapon Enc		+ Armour Enc		+Trappings Enc	
					= Total Enc

Party Ambition	
Personal Ambition	

Total XP Earned		Total XP Spent		XP Available	
Previous Careers					