GRIT

Health PL:
Toxin resist:
Breath Limit:
Disease resist:

BRAWN

Attack & Damage:
Max Armour:
Stagger Resist:
Dominate:

WIT

Spirit PL:
Max Attire:
Magic Combat:
Reason:

CHARM

Luck:
MD:
Karma resist:
Enthuse:

GUILE

Movement:
Swimming:
AD:
Phys. resist:

Name	Level	Profession

Dominate	Reason	Enthuse	Movement

Core Skills

People

Nature/Nurture

Drive

Profile

Sex:
Height:
Weight:
Size:
Handed:
Class:
Parents:
Age:
Birthday:
Star sign:
Hometown:

Health

Spirit

Weapon/Attack/Magic	Range	AP	+Hit	Dice	+Dam	PD	Cost /D

AP per turn

Initative

Spirit invest

Armour	AD	Q	D	NEG

Magic Protection	MD	Q	D	NEG

AD

MD

Disease

Karma

Toxin

Physical

Temporary Effects

Luck

Money

God

Name

Holy Day:

High Holy Day:

Bonus:

Trades

Rations

Water

Injuries/Marks

Prowesses	AP	Spirit	Area	PR	PP

Back	#	Q	D/P	AP	Effect

Chest	#	Q	D/P	AP	Effect

Waist/Elsewhere	#	Q	D/P	AP	Effect

Aid Heat

Aid Cold

Clothing/Attire	Q	Aid	D

XP

Current:

Next Level:

Languages

Spare

Prowess points:

Trade points:

Stat points:

Core skills:

Hybrid techniques:

Languages:

Hybrid Techniques