## FORBIDDEN LANDS

MTTREEUUTES Fem- Age Reputator:   Strength Image Productor: Fri TALENTS Ford   Agility Image Productor: Fri TALENTS Ford   Agility Image Image Fri Fri Fri Fri   Agility Image Image Fri Fri Fri Fri   Agility Image Image Image Image Image Image   Construction Image Image Image Image Image Image   Thiray Image Image Image Image Image Image   Thiray Image Image Image Image Image   Thiray Image Image Image Image Image   Thiray Image Image Image Image Image   Might (researce) Image Image Image Image Image   Might (researce) Image Image Image Image Image   Stringth Image Image Image Image Image   Stringth Image Image Image Image Image	and the second se	A CONTRACTOR OF THE OWNER OF THE	Strong and	The second s	
Agility   Inducor     Wite   Inducor     Empathy   Inducor     King   Inducor     Konstructure   Mystemes     Hungry   Slepy     Item   Inducor     Konstructure   Mystemes     Hungry   Cold     Item   Inducor     Kinght   Cold     Item   Concollegides     Concollegides   Concollegides     SKILLS   Concollegides     Might (stransorm)   Might (stransorm)     Reference (stransorm)   Might (stransorm)     Reference (stransorm)   Stellation     Grafting (stransorm)   Stellation     Stellation   Stellation     Stellation   Stellation     More (datt.rrv)   Stellation     Markamanship (dafLrry)   CONSUMABLES   co     More (datt.rrv)   Nware   2     Scouting (wrrs)   Arrows   3     Insight (wrrs)   Torches   3     Animal Handling (caserury)   ExtPERIENCE   2     Healing (caserury)   WILLPOWER POINTS   3<		Name:			
Arguity   Imputiby   Imputby   Imputby   Imputby     Imputby   Imputby   Imputby   Imputby   Imputby   Imputby     Imputby   Imputby   Imputby   Imputby   Imputby   Imputby   Imputby     Imputby   Imputby   Imputby   Imputby   Imputby   Imputby   Imputby   Imputby   Imputby	Strength		TALENTS		Rank
Impubly   Impubly   Impubly   Impubly     Impubly   Impubly   Impubly   Impubly     CoNDITIONS   Impubly   Impubly   Impubly     Impubly	Agility	Profession:			
Constructions   Approximate     Hungry   Sleepy     Face   Bady     Containing   Code     Containing   Code     Containing   Code     SKILLS   Code     Might (STRENOTH)   Code     Melee (STRENOTH)   SHIELD     Melee (STRENOTH)   SHIELD     Melee (STRENOTH)   SHIELD     Stellah (AduLTTY)   SHIELD     Markanaship (AduLTY)   SHIELD     Markanaship (AduLTY)   CONSUMABLES     Markanaship (AduLTY)   CONSUMABLES     Scouting (WTS)   Food     Lore (WTTS)   Water     Strivial (WTS)   Arrows     Tasket (WTS)   Torches     Animal Handling (Commyrty)   ENDERIENOR     Healing (CMMTHY)   ENDERIENOR     Performance (CMMTHY)   FULL POWER POINTS     R*1   10     R*2 <t< td=""><td>Wits</td><td>Pride:</td><td></td><td></td><td></td></t<>	Wits	Pride:			
Hungry   Sleepy   Pace   Nody.     Thiray   Cold   Nody.   Nody.     Creditionation   Content   Nody.   Nody.     Creditionation   Content   Nody.   Nody.     SKILLS   Leves   WEAPONS   Loves   Nonge.   Range.   Connect.     Might (STRENOTH)   Endurance (STRENOTH)   Nonge.   Range.   Connect.   Nonge.   Range.   Connect.     Might (STRENOTH)   SHIELD   Love.   ARMOR   Range.     Crafting (STRENOTH)   SHIELD   Love.   ARMOR   Range.     Stealth (Adul.rry)   SHIELD   Love.   ARMOR   Range.     Stealth (Adul.rry)   CONSUMABLES   food   Genes.   Consummer.     Marksmanship (Adfurry)   CONSUMABLES   food   Genes.   Consummer.   Consummer.     Scouting (wrrs)   Arrows   3   Consummer.   Stealth (wrrs)   Arrows.   3   Consummer.   Consummer.     Healing (Langravi)   EXPERIENCE   5   Scouting (wrrs)   Food   1   Consummer.   Food   Consummer. <td>Empathy</td> <td>Dark Secret</td> <td></td> <td></td> <td></td>	Empathy	Dark Secret			
Thirsty   Cold   body:     Chinest Injunce:   Cather:   Image: Strate Competition of the strate of	CONDITIONS	Appearaince			
Initial Strend Ingenes   Comes     SKILLIS   Use WEAPONS     Might (STRENOTH)   Bill     Endurance (STRENOTH)   Bill     Might (STRENOTH)   Bill     Contrast   Bill     Stealth (AntLITY)   SHITELD     Move (AdTLITY)   SHITELD     Move (AdTLITY)   SHITELD     Marksmanship (AdTLITY)   CONSUMABLES     Scouting (WTTS)   Food     Lore (WTS)   Food     Streight of Handing (EMENTH)   Food     Marksmanship (AdTLITY)   CONSUMABLES     Scouting (WTTS)   Food     Lore (WTS)   Arrows     Standard (WTTS)   Torches     Animal Handling (EMENTHY)   EXPERTINGE     Performance (EMENTHY)   EXPERTINGE     VILL POW BR POINTS   7     %   9     %   9     %   9     %   9     %   9     %   1     %   1     %   1     %   1     %   1     % <td>Hungry Sleepy</td> <td>Face:</td> <td></td> <td></td> <td>Í</td>	Hungry Sleepy	Face:			Í
SKILLS   Lored   WEAPONS   Lored   Lored   Convert     Might (STRENOTH)   Endurance (STRENOTH)   Image: Convert   Convert     Might (STRENOTH)   Image: Convert   Image: Convert   Image: Convert     Melee (STRENOTH)   Image: Convert   Image: Convert   Image: Convert     Stealth (AGILITY)   SHIELD   Image: Convert   Image: Convert     Marksmanship (AGILITY)   CONSUMABLES   Image: Convert   Image: Convert     Scouting (WITS)   Arrows   3   Image: Convert   Image: Convert     Survival (WITS)   Arrows   3   Image: Convert   Imag	Thirsty 🔲 Cold 🚺	Body:			
Might (STRENGTH)   Image: Strength (Strenger H)     Endurance (STRENGTH)   Image: Strength (Strenger H)     Crafting (STRENGTH)   Strength (Strenger H)     Stealth (Adultry)   SHIELD     Stealth (Adultry)   SHIELD     Stealth (Adultry)   SHIELD     Move (Adultry)   SHIELD     Move (Adultry)   CONSUMABLES     Marksmanship (Adultry)   CONSUMABLES     Scouting (WTS)   Food     Lore (WTS)   Water     Survival (WTS)   Arrows     Insight (WTS)   Torches     Animal Handling (EMPATHY)   EXPERTIENCE     Healing (EMPATHY)   WILLPOWER POINTS     Performance (EMPATHY)   WILLPOWER POINTS     Pc:   10     Fc2   Encumbrance     Fc3   COINS   Stort Converter     Fc4   Number   Stort Converter	Critical Injuries:	Clothes:			
Might (STRENGTH)   Image: Strength (Strenger H)     Endurance (STRENGTH)   Image: Strength (Strenger H)     Crafting (STRENGTH)   Strength (Strenger H)     Stealth (Adultry)   SHIELD     Stealth (Adultry)   SHIELD     Stealth (Adultry)   SHIELD     Move (Adultry)   SHIELD     Move (Adultry)   CONSUMABLES     Marksmanship (Adultry)   CONSUMABLES     Scouting (WTS)   Food     Lore (WTS)   Water     Survival (WTS)   Arrows     Insight (WTS)   Torches     Animal Handling (EMPATHY)   EXPERTIENCE     Healing (EMPATHY)   WILLPOWER POINTS     Performance (EMPATHY)   WILLPOWER POINTS     Pc:   10     Fc2   Encumbrance     Fc3   COINS   Stort Converter     Fc4   Number   Stort Converter					
Might (STRENGTH)   Image: Strength (Strenger H)     Endurance (STRENGTH)   Image: Strength (Strenger H)     Crafting (STRENGTH)   Strength (Strenger H)     Stealth (Adultry)   SHIELD     Stealth (Adultry)   SHIELD     Stealth (Adultry)   SHIELD     Move (Adultry)   SHIELD     Move (Adultry)   CONSUMABLES     Marksmanship (Adultry)   CONSUMABLES     Scouting (WTS)   Food     Lore (WTS)   Water     Survival (WTS)   Arrows     Insight (WTS)   Torches     Animal Handling (EMPATHY)   EXPERTIENCE     Healing (EMPATHY)   WILLPOWER POINTS     Performance (EMPATHY)   WILLPOWER POINTS     Pc:   10     Fc2   Encumbrance     Fc3   COINS   Stort Converter     Fc4   Number   Stort Converter					
Endurance (STRENGTH)   Melee (STRENGTH)     Cratting (STRENGTH)   SHIELD     Stealth (AGILITY)   SHIELD     Move (AGILITY)   SHIELD     Move (AGILITY)   GONSUMABLES     Move (AGILITY)   CONSUMABLES     Marksmanship (AGILITY)   GONSUMABLES     Scouting (WITS)   Food     Lore (WITS)   Nater     Survival (WITS)   Arrows     Insight (WITS)   Torches     Healing (EMPATHY)   EXPERIENCE     Healing (EMPATHY)   EXPERIENCE     Performance (EMPATHY)   WILLPOWER POINTS     Performance (EMPATHY)   IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	SKILLS	WEAPONS Bonus	Damage R	ange Comment	
Melee (STRENGTH)   Crafting (STRENGTH)     Stealth (AGILITY)   SHIELD   Roms     Stealth (AGILITY)   SHIELD   Roms     Move (AGILITY)   Move (AGILITY)   GEAR     Marksmanship (AGILITY)   CONSUMABLES   Oe   GEAR     Scouting (WITS)   Food   1   Consumation (Consumation (Consumati	Might (STRENGTH)				
Crafting (STRENGTH)   SHIELD   Rours   ARMOR   Rates     Stealth (AGILITY)   SHIELD   Rours   ARMOR   Rates     Sleight of Hand (AGILITY)   Move (AGILITY)   GEAR   Rours     Marksmanship (AGILITY)   CONSUMABLES   De   GEAR   Rours     Scouting (WTTS)   Food   1   Consumation   Rours     Lore (WTTS)   Water   2   3   Consumation   3     Insight (WTTS)   Arrows   3   6   6     Insight (wTTS)   Torches   4   6   7     Manipulation (EMPATHY)   EXPERIENCE   5   6   7     Manipulation (EMPATHY)   WILLDOWER POINTS   7   7   7     Performance (EMPATHY)   VILLLOWER POINTS   9   7   7     RELATIONS   9   7   10   7   7     PC1:   F03   Gud Emer Coppet   10   7   10     F04:   Number   Kodd Emer Coppet   10   10   10	Endurance (strength)				
Stealth (AGILITY)   SHIELD   Bonus   ARMOR   Balling     Sleight of Hand (AGILITY)   Move (AGILITY)   GONSUMABLES   De   GEAR   Bonus     Marksmanship (AGILITY)   CONSUMABLES   De   GEAR   Bonus     Scouting (wrrs)   Food   1   Bonus   Consumation of the state	Melee (STRENGTH)				
Sleight of Hand (AGILITY)   CONSUMABLES   GEAR   Bonus     Marksmanship (AGILITY)   CONSUMABLES   Ow   GEAR   Bonus     Scouting (WITS)   Food   1   Bonus   Consumation of the second of th	Crafting (STRENGTH)				
Move (AGILITY)   CONSUMABLES   De   GEAR   Bonus     Scouting (WITS)   Food   1   0	Stealth (AGILITY)	SHIELD Bonus	ARMOR		Rating
Marksmanship (AGILITY)   CONSUMABLES   De   GEAR   Bonus     Scouting (WTTS)   Food   1   1   0     Lore (WTTS)   Water   2   1   0     Survival (WTTS)   Arrows   3   0   1     Insight (WTTS)   Arrows   3   0   0     Animal Handling (EMPATHY)   EXPERIENCE   5   0   0     Healing (EMPATHY)   VILLPOWER POINTS   7   0   0     Manipulation (EMPATHY)   VILLPOWER POINTS   7   0   0     Performance (EMPATHY)   VILLPOWER POINTS   9   0   0     PC1:   10   0   0   0   0     PC2:   Encumbrance   Encumbrance   0   0   0     PC3:   COINS   God   Silver   Copper     PC4:   Number   Number   0   0	Sleight of Hand (AGILITY)				
Scouting (WTTS)   Food   1     Lore (WTTS)   Water   2     Survival (WTTS)   Arrows   3     Insight (WTTS)   Arrows   3     Insight (WTTS)   Torches   4     Animal Handling (EMPATHY)   EXPERIENCE   5     Healing (EMPATHY)   EXPERIENCE   5     Manipulation (EMPATHY)   WILLPOWER POINTS   7     Performance (EMPATHY)   WILLPOWER POINTS   9     PC1:   10   10     PC2:   Encumbrance   5     PC3:   COINS   Gold   Silver   Copper     PC4:   Number   10   10   10	Move (AGILITY)				Í
Lore (WITS) Water 2   Survival (WITS) Arrows 3   Insight (WITS) Torches 4   Animal Handling (EMPATHY) EXPERIENCE 5   Healing (EMPATHY) EXPERIENCE 6   Manipulation (EMPATHY) WILLPOWER POINTS 7   Performance (EMPATHY) CICICICICICIC 8   PC1: 9 9   PC2: Encumbrance   PC3: COINS Gold   PC4: Number	Marksmanship (AGILITY)	CONSUMABLES	GEAR	S.S.M.	Bonus
Survival (WITS)   Arrows   3     Insight (WITS)   Torches   4     Animal Handling (EMPATHY)   EXPERIENCE   5     Healing (EMPATHY)   EXPERIENCE   6     Manipulation (EMPATHY)   WILLPOWER POINTS   7     Performance (EMPATHY)   WILLPOWER POINTS   7     Performance (EMPATHY)   8   9     PC 1:   10   10     PC 2:   Encumbrance   10     PC 3:   COINS   Gold   Silver     PC 4:   Number   10		Food	1		I
Insight (WITS)   Torches   4     Animal Handling (EMPATHY)   EXPERIENCE   5     Healing (EMPATHY)   6   7     Manipulation (EMPATHY)   WILLPOWER POINTS   7     Performance (EMPATHY)   8   9     PC1:   10   9     PC2:   Encumbrance     PC3:   ColNS   Gold   Sluer   Copper     PC4:   Number   10   10   10	Lore (WITS)	Water J	2		
Animal Handling (EMPATHY)   EXPERIENCE   5     Healing (EMPATHY)   6     Manipulation (EMPATHY)   7     Performance (EMPATHY)   0     RELATIONS   9     PC1:   10     PC2:   10     PC3:   COINS   Gold   Silver   Copper     PC4:   Number   10	Survival (WITS)	Arrows	3		I
Healing (EMPATHY)   IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII		Torches	4		I
Manipulation (EMPATHY)   WILLPOWER POINTS   7     Performance (EMPATHY)   Image: Constraint of the second		EXPERIENCE	5		I
Performance (EMPATHY) Image: Constraint of the second se	The second secon				I
PC 1: 0   PC 2: Encumbrance   PC 3: COINS   PC 4: Number	Manipulation (EMPATHY)	WILLPOWER POINTS	7		
PC 1: 10 PC 2: Encumbrance PC 3: COINS Gold Silver Copper PC 4: Number	Performance (EMPATHY)		8		I
PC 2: PC 3: PC 4: PC 4: Encumbrance Gold Silver Copper Number	RELATIONS		9		
PC 3: PC 4: Number	PC 1:		10		I
PC4: Number				e e	
Number	PC 3:		COINS	Gold Silver	Copper
	PC 4:				