BIRTH/FAMILY		APPEARAN	NCE	PHYSICAL	PERSONALITY			
SPECIES	SEX	HEIGHT		STRENGTH	INTELLIGENCE	AURA		
BIRTHDATE	SUNSIGN	WEIGHT COMELINESS		STAMINA	WILL	MORALITY		
BIRTHPLACE	CULTURE	OTHER APPEARAN	ICE	DEXTERITY	PSYCHE			
	SOCIAL CLASS			AGILITY				
SIBLING RANK		MEDICAL		EYESIGHT	DEITY/RELIGION	PIETY		
PARENT				HEARING				
ESTRANGEMENT				SMELL	NOTES			
CLANHEAD				VOICE				

## PHYSICAL SKILLS

C	ΔΕ	T/T	ORE

SKILL

## SPELLS/RITUALS

LV EML

NAME

THI SICAL SI	CO		
SKILL	SB	ML	SK
CLIMBING			AW
JUMPING			IN
STEALTH			OF
THROWING			RH
			RI
			SIN

SKILL	SB	ML
AWARENESS		
INTRIGUE		
ORATORY		
RHETORIC		
RITUAL		
SINGING		

SB ML

## COMBAT SKILLS

	LANGUAGES/SCRIPTS								
ML	SKILL	SB	ML						

SKILL	SB	ML
INITIATIVE		
UNARMED		

SKILL	ЗБ	IVIL

## SHEK PVAR

~		
CONVOCATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

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DODGE (AGL x 5)	COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	В	Е Р	AML	DML	N	OTE	S	
DEXTERITY	INITIATIVE		Unarmed												
AGILITY  MOVE  DODGE (AGL x 5)  DOGGE (A	ENDURANCE														
MOVE   DODGE (AGL x 5)   DODGE	DEXTERITY														
DODGE (AGL x 5)	AGILITY														
INJURIES  LOAD (Items Worn/Carried)  ARMOUR/CLOTHING  MATERIAL  AQ WT  ARMOUR  WEAPONS  Bloodloss H6  TOTAL WEIGHT  TOTAL WEIGHT  SPECIAL PENALTIES  A. Injury Levels B. Fatigue Levels UNIVERSAL (A+B) C. Encumbrance ENC - LOAD/END PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F	MOVE														
LOCATION	DODGE (AGL x 5)														
LOCATION															
WEAPONS	INJURIES		LOAD (Items Wor	rn/Carried)	AR	MOUR/C	CLOTH	ING		M	ATERIA	L	ΑÇ	)	WT
Bloodloss H6  TOTAL WEIGHT  PENALTIES A. Injury Levels B. Fatigue Levels UNIVERSAL (A+B) C. Encumbrance ENC = LOAD/END PHYSICAL (A+B+C) TOTAL  COMPOUND LAYERS  AQBEPF	LOCATION HR I	Ls	ARMOUR												
PENALTIES  A. Injury Levels  B. Fatigue Levels  UNIVERSAL (A+B)  C. Encumbrance ENC = LOAD/END  PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F			WEAPONS												
PENALTIES  A. Injury Levels  B. Fatigue Levels  UNIVERSAL (A+B)  C. Encumbrance ENC = LOAD/END  PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F															
PENALTIES  A. Injury Levels  B. Fatigue Levels  UNIVERSAL (A+B)  C. Encumbrance ENC = LOAD/END  PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F															
PENALTIES  A. Injury Levels  B. Fatigue Levels  UNIVERSAL (A+B)  C. Encumbrance ENC = LOAD/END  PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F															
PENALTIES  A. Injury Levels  B. Fatigue Levels  UNIVERSAL (A+B)  C. Encumbrance ENC = LOAD/END  PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F															
PENALTIES  A. Injury Levels  B. Fatigue Levels  UNIVERSAL (A+B)  C. Encumbrance ENC = LOAD/END  PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F															
PENALTIES  A. Injury Levels  B. Fatigue Levels  UNIVERSAL (A+B)  C. Encumbrance ENC = LOAD/END  PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F															
A. Injury Levels  B. Fatigue Levels  UNIVERSAL (A+B)  C. Encumbrance ENC = LOAD/END  PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F	Bloodloss H6		TOTAL WEIGHT	1											
A. Injury Levels  B. Fatigue Levels  UNIVERSAL (A+B)  C. Encumbrance ENC = LOAD/END  PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F				•											
B. Fatigue Levels UNIVERSAL (A+B) C. Encumbrance ENC - LOAD/END PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F	PENALTIES		SPECIAL PEN	ALTIES	;										
UNIVERSAL (A+B)  C. Encumbrance ENC = LOAD/END  PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F	A. Injury Levels														
C. Encumbrance ENC = LOAD/END  PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F	B. Fatigue Levels														
PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F	UNIVERSAL (A+B)														
PHYSICAL (A+B+C)  TOTAL  COMPOUND LAYERS  AQ B E P F															
			TOTAL		CON	ADOUNT	LIVE	DC			۸۵	D	E	D	E
				CKIII		MEOUNL	LAIE	CA			AQ	В	E	r	F

