

CHARACTER NAME: CHARACTER RANK:

DISCIPLINES

| DISCIPLINE | NOTES |
|------------|-------|
| 1. | |
| 2. | |
| 3. | |
| 4. | |
| 5. | |
| 6. | |
| 7. | |
| 8. | |
| 9. | |
| 10. | |

CHARACTER PORTRAIT



WEAPONS

| |
|----|
| 1. |
| 2. |

COMBAT SKILL

Basic COMBAT SKILL:

Modifiers:

Total:

ENDURANCE

Basic ENDURANCE:

Modifiers:

Total:

BACKPACK

| | |
|----|---|
| 1. | MEALS (Each Meal counts as one backpack item) |
| 2. | |
| 3. | |
| 4. | |
| 5. | |
| 6. | BELT POUCH (Maximum 50 GC or equivalent) |
| 7. | |
| 8. | |

-3EP if no meal available when instructed to eat

SPECIAL ITEMS

| |
|-----|
| 1. |
| 2. |
| 3. |
| 4. |
| 5. |
| 6. |
| 7. |
| 8. |
| 9. |
| 10. |
| 11. |
| 12. |

NOTES

Empty space for character notes.

CHARACTER NAME:

CHARACTER RANK:

DISCIPLINES

| DISCIPLINE | NOTES | ADV. | MAS. |
|------------|-------|------|------|
| 1. | | — | — |
| 2. | | — | — |
| 3. | | — | — |
| 4. | | — | — |
| 5. | | — | — |
| 6. | | — | — |
| 7. | | — | — |
| 8. | | — | — |
| 9. | | — | — |
| 10. | | — | — |

COMBAT SKILL

Basic COMBAT SKILL:

Modifiers:

Total:

ENDURANCE

Basic ENDURANCE:

Modifiers:

Total:

WILLPOWER

Basic WILLPOWER:

Modifiers:

Total:

ARMOUR

DEFENCE

— End loss

SHIELD

TRAITS

| | |
|----|------------------|
| 1. | |
| 2. | |
| 3. | Gained at RANK 6 |
| 4. | Gained at RANK 8 |

SKILLS

| | |
|----|------------------|
| 1. | |
| 2. | |
| 3. | Gained at RANK 7 |
| 4. | Gained at RANK 9 |

WEAPONS

| | |
|----|--|
| 1. | |
| 2. | |

BACKPACK

| | |
|----|---|
| 1. | MEALS (Each Meal counts as one backpack item) |
| 2. | |
| 3. | |
| 4. | |
| 5. | |
| 6. | BELT POUCH (Maximum 50 GC or equivalent) |
| 7. | |
| 8. | |
| | |

-3EP if no meal available when instructed to eat

SPECIAL ITEMS

| |
|-----|
| 1. |
| 2. |
| 3. |
| 4. |
| 5. |
| 6. |
| 7. |
| 8. |
| 9. |
| 10. |
| 11. |
| 12. |

NOTES

KAI'S FAVOUR