

PLAYER	PAIN THRESHOLD	SHADOW
NAME		
RACE	TOUGHNESS MAXIMUM	CORRUPTION PERMANENT
OCCUPATION	CORRUPTION THRESHOLD	EXPERIENCE UNSPENT QUOTE

ACCURATE	CUNNING	DISCREET	PERSUASIVE	QUICK	RESOLUTE	STRONG	VIGILANT
----------	---------	----------	------------	-------	----------	--------	----------

**ABILITIES, POWERS, BOONS, BACKGROUND & BURDENS**

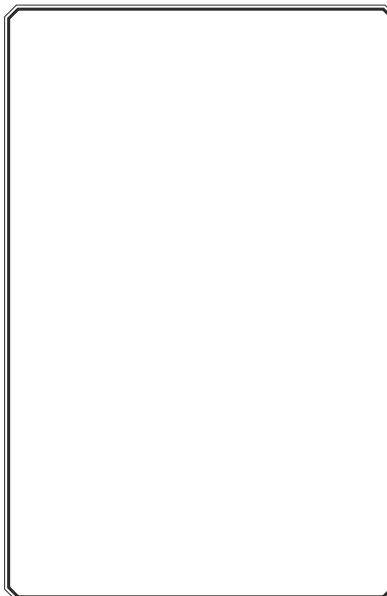
NAME EFFECT  TYPE	NAME EFFECT  TYPE	NAME EFFECT  TYPE												
◇◇◇ N A M	◇◇◇ N A M	◇◇◇ N A M												
NAME EFFECT  TYPE	NAME EFFECT  TYPE	NAME EFFECT  TYPE												
◇◇◇ N A M	◇◇◇ N A M	◇◇◇ N A M												
NAME EFFECT  TYPE	NAME EFFECT  TYPE	NAME EFFECT  TYPE												
◇◇◇ N A M	◇◇◇ N A M	◇◇◇ N A M												
NAME EFFECT  TYPE	NAME EFFECT  TYPE	NAME EFFECT  TYPE												
◇◇◇ N A M	◇◇◇ N A M	◇◇◇ N A M												
NAME EFFECT  TYPE	NAME EFFECT  TYPE	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="2" style="background-color: #8B4513; color: white; text-align: center;">WEAPONS &amp; ARMOR</th> </tr> <tr> <td style="width: 50%;"></td> <td style="text-align: center;">ARMOR</td> </tr> <tr> <td style="text-align: center;">WEAPON</td> <td style="text-align: center;">PROTECTION</td> </tr> <tr> <td style="text-align: center;">DAMAGE</td> <td style="text-align: center;">QUALITY</td> </tr> <tr> <td style="text-align: center;">QUALITY</td> <td></td> </tr> <tr> <td style="text-align: center;">ATTRIBUTE</td> <td style="text-align: center;"> <div style="border: 1px solid black; padding: 5px; text-align: center;">DEFENSE</div> </td> </tr> </table>	WEAPONS & ARMOR			ARMOR	WEAPON	PROTECTION	DAMAGE	QUALITY	QUALITY		ATTRIBUTE	<div style="border: 1px solid black; padding: 5px; text-align: center;">DEFENSE</div>
WEAPONS & ARMOR														
	ARMOR													
WEAPON	PROTECTION													
DAMAGE	QUALITY													
QUALITY														
ATTRIBUTE	<div style="border: 1px solid black; padding: 5px; text-align: center;">DEFENSE</div>													
◇◇◇ N A M	◇◇◇ N A M													

AGE                      HEIGHT                      WEIGHT

APPEARANCE

BACKGROUND

PERSONAL GOAL



**EQUIPMENT**

Equipment list area with horizontal lines for text entry.

**FRIENDS & COMPANIONS**

NAME                      RACE                      OCCUPATION                      PLAYER

NAME                      RACE                      OCCUPATION                      PLAYER

NAME                      RACE                      OCCUPATION                      PLAYER

NAME                      RACE                      OCCUPATION                      PLAYER

NAME                      RACE                      OCCUPATION                      PLAYER

GROUP NAME

GROUP GOAL

Friends & Companions list area with horizontal lines for text entry.

**ARTIFACTS & MYSTICAL TREASURES**

NAME                      POWERS                      CORRUPTION

NAME                      POWERS                      CORRUPTION

NAME                      POWERS                      CORRUPTION

NAME

Character name input boxes: A, C, D, P, Q, R, S, V

A   C   D   P   Q   R   S   V

**ABILITIES**

WEAPON

ARMOR

Defense input box with the word 'DEFENSE' inside.

MONEY

OTHER ASSETS

**WEAPONS**

WEAPON                      DAMAGE                      QUALITY                      ATTRIBUTE

WEAPON                      DAMAGE                      QUALITY                      ATTRIBUTE

Other Assets list area with horizontal lines for text entry.