\mathbb{C}	haracter I1	nfo		Attributes	Condition			
					/			
Character Name	XP/Nex	xt Level	Strength	Intelligence	Vitality Subdual Fatigued			
Species/Talent Specialty				/ Wounds Stress Shaken				
Classes/Levels				Wisdom	Spell points Action Dice Dice Remaining			
Looks					Conditions			
Personality			Constitution	Charisma	Injuries			
	Con	nbat			Actions			
			Prof. Forte	D.6				
$\frac{=}{\text{Init.}} = \frac{+}{\text{Class}} + \frac{+}{\text{Dex}} + \frac{+}{\text{Misc.}}$	-	Black Powd Blunt		Attack Defense Anticipate	Attack Defense Stances Grapple			
${\text{Melee}} = {\text{BAB}} + {\text{Str}} + {\text{Misc.}}$	-	Bows		Bull rush	Athletics Athletics Taunt			
= + +	-	Edged Hurled		Athletics Athletics Disarm	SM SM Threaten			
Rnged BAB Dex Misc. = + +		Siege Weap	ons	Attack Attack Distract	Intimidate Resolve Tire			
Fort. Base Con Misc.	-	Unarmed	+ 10 -	Feint Bluff SM	Resolve Resolve Trip			
Ref. Base Dex Misc.	Def. Dex	Size Class Equip. Miss		Prestidig. Notice Abilities/Tricks	Acrobatics Acrobatics Description			
${ W } = { B } + { W } + { M } $ Misc.	DR Speed	Resistances						
Weapon Attac	ck Damage	Threat Range Ammo Size	Wgt. Cons.					
Qualities/Upgrades								
10								
Weapon Attac	ck Damage	Threat Range Ammo Size	Wgt. Cons.					
Qualities/Upgrades								
Weapon Attac	ck Damage	Threat Range Ammo Size	Wgt. Cons.					
Qualities/Upgrades								
Armor	Type DR	DP ACP Disgse. Spec	d Wgt. Cons.					
	.,,,,,	- Nei Bisgiel Spel						
Resistances/Upgrades								
	Sk	till3			Passive Abilities			
DC ced	threat	Total Ranks Stat Fe	nt Misc. ACP	Name	Description			
Athletics		= + +	+ -		-			
I		= + +	+ -					
☐ Prestidigitation □□□		= + +	+					
☐ Ride □□□		=++	_+					
☐ Sneak □□□		=++	_+					
Resolve		=++	_+					
			_+					
		=++	_+					
_		= + +						
			_+					
	00000	+ - +						
		= ++ = + +						
	00000	= + +	-'					
Sense Motive		= + +	+					
		= + +	+					
		= + +	+					
		= + +	+					
☐ Disguise ☐☐☐		= + +	_+					
☐ Impress ☐☐☐		=++	_+					

Jea	ats		Holdings			ontacts	
		— Name			Name		
		_					
		Scale	Guests Present/Max	Rep Cost	Relation	Trust	Rep Cost
		_					
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		_					
		Upgrades			Notes		
		_ _					
		_			Name		
		Notes			Relation	Trust	Rep Cost
Languages/Sti	udies/Focuses						
~ ~	~	Name					
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		Scale	Guests Present/Max	Rep Cost	Notes		
		_					
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		Upgrades			Relation	Trust	Rep Cost
		_					
		— Notes					
					Notes		
	Lifestyl						
					Name		
Panache Income Appearance	Legend Reputation Prizes,	Max Followers			Relation	Trust	Rep Cost
Prudence Saved	Heroic Renown / Title						
Coin in Hand	Military Renown / Title						
Stake	Noble Renown / Title	Notes			Notes		
Hance	Noble Renown/ Title	Notes					
	Gear				4	Hount	
Light/Heavy/Overloaded Lift/Push/Drag	Nan	. Wei	ght Notes		Name		
Name Weight Notes					Size/Footprint/Reach	Speed	Travel
					Attributes		
					Skillz		
					JKIIIZ		
					Cambat Abilitia		
					Combat Abilities		
					Notes		
	Mario Ile	m c'				lahiela -	
	Magic Iti	แม			1.	ehicle	
Name Level Rep Cost E	ssences	Char	ms				
					Name		
l — — — — — —							
					Size	Speed	Travel
					Size Construction	Speed Load	Travel Occupants

Notes