Name		Race	
Date of Birth		Sex	
Homeland		Height/Weight	
Description			

Character Class		XP Spent	
XP Unspent			

	Race	Cost	Stat
ST			
DX			
IQ			
PW			
CH			
MA			

Total Hits	Light Wound	Major Wound	Mortal Wound
Current Hits			
Knockback			

AdjDX Combat	AdjDXStealth	AdjDX Gymnastics	AdjST Athletics

Category	Cost	Lvl	Skill	Cost	Lvl	Skill	Cost	Lvl	Skill	Cost	Level
Athletics (ST)			**Medical (IQ)**			**Killing (DX)**			**Social (CH)**		
Climb			First Aid			Ambush			Gambling		
Swim			Surgery			Silent Kill			Leadership		
Boat			Diagnose/Treat			Poison			Seduction		
Jump			**Gymnastics (DX)**			Set Traps			Persuasion		
Balance			Dance			**Animal (DX)**			Acting		
Stealth (DX)			Acrobatics			Riding			Singing		
Sneak			Contortions			Animal Training			Trading		
Hide			Tightrope			**Survival (IQ)**			Customs		
Hide Item			Rope Mastery			Foraging			Oratory		
Pick Locks			**Military Lore (IQ)**			Tracking			**Magical (IQ)**		
Disarm Traps			Strategy			Outdoor Living			Use Items		
Perception (PW)			Tactics			**Speed (DX)**			Runes		
Search			Logistics			Running			Spell Research		
Scan			Intelligence			Evade			Ritual		
Appraisal			General			Dodge			**Nature Lore (IQ)**		
Armour			**Fencing (DX)**			Avoid			Navigation		
Academic (IQ)			**Language (IQ)**			**Craft (IQ)**			Animals		
									Plants		
									Landscape		
									Nature Spirits		
			Thrown (DX)			**Melee (DX)**			**Missile (DX)**		

Weapons	DMG	NUL	R	MAX	PAR	Skill	Notes

Missile Weapons	DMG	NUL	ROF	Ran	MAX	Skill	Notes

Armour		PTS	MA/AdjDX	Notes

Shield	PTS	PAR	CV	AdjDX	MA	Notes

Special Ability	Bonus	Special Ability	Bonus

Advantage	Bonus	Advantage	Bonus

Disadvantage	Penalty	Disadvantage	Penalty

Special Items			
Item	Notes	Location	ENC

Other Items					
Item	Location	ENC	Item	Location	ENC

Wealth				
Location	GP	SP	CP	Other