



NAME
FOLK
AGE GROUP
BIRTHDATE
SUNSIGN
BIRTHPLACE

SOCIETY

CLASS

OCCUPATION

BACKGROUND

ESTRANGEMENT

PANTHEON

OCCUPATION

HOME

WEALTH

COIN

TRAITS

SUNSIGN

MORALITY

PSYCHE

ROLL	FP		
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
13	13	13	13
14	14	14	14
15	15	15	15
16	16	16	16
17	17	17	17
18	18	18	18
19	19	19	19
20	20	20	20
21	21	21	21
22	22	22	22
23	23	23	23
24	24	24	24
25	25	25	25
26	26	26	26
27	27	27	27
28	28	28	28
29	29	29	29
30	30	30	30
31	31	31	31
32	32	32	32
33	33	33	33
34	34	34	34
35	35	35	35
36	36	36	36
37	37	37	37
38	38	38	38
39	39	39	39
40	40	40	40
41	41	41	41
42	42	42	42
43	43	43	43
44	44	44	44
45	45	45	45
46	46	46	46
47	47	47	47
48	48	48	48
49	49	49	49
50	50	50	50
51	51	51	51
52	52	52	52
53	53	53	53
54	54	54	54
55	55	55	55
56	56	56	56
57	57	57	57
58	58	58	58
59	59	59	59
60	60	60	60
61	61	61	61
62	62	62	62
63	63	63	63
64	64	64	64
65	65	65	65
66	66	66	66
67	67	67	67
68	68	68	68
69	69	69	69
70	70	70	70
71	71	71	71
72	72	72	72
73	73	73	73
74	74	74	74
75	75	75	75
76	76	76	76
77	77	77	77
78	78	78	78
79	79	79	79
80	80	80	80
81	81	81	81
82	82	82	82
83	83	83	83
84	84	84	84
85	85	85	85
86	86	86	86
87	87	87	87
88	88	88	88
89	89	89	89
90	90	90	90
91	91	91	91
92	92	92	92
93	93	93	93
94	94	94	94
95	95	95	95
96	96	96	96
97	97	97	97
98	98	98	98
99	99	99	99
100	100	100	100

PHYSICAL		SCORE	ML
STRENGTH	STR		
ENDURANCE	END		
DEXTERITY	DEX		
AGILITY	AGL		
PERCEPTION	PER		
COMELINESS	CML		
MENTAL		SCORE	ML
AURA	AUR		
WILL	WIL		
REASONING	REA		
CREATIVITY	CRE		
EMPATHY	EMP		
ELOQUENCE	ELO		

COMPLEXION
HAIR
EYES
HEIGHT
WEIGHT
HANDEDNESS

SKILLS

SOCIAL [] SB | ML

Charm	CML·EMP
Command	WIL·ELO
Discourse	REA·ELO
Guile	EMP·CRE
Intrigue	EMP·REA
Singing []	VOI·CRE
Theatrics	CRE·ELO
	ELO·REA
	·
	·
	·
	·
	·

NATURE	[]	SB	ML
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[illegible]

LORE [] SB | ML

[illegible]

CRAFT [] SB | ML

[illegible]

PHYSICAL [] SB | ML

Awareness	PER · WIL
Climbing	AGL · DEX
Dancing	AGL · CRE
Jumping	AGL · STR
Riding	EMP · AGL
Stealth	AGL · WIL
Swimming	AGL · END
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	.
	.
	.
	.
	.

COMBAT [] SB | ML

[illegible]

ESOTERICA SB | ML

[illegible]

COMBAT SKILLS

INITIATIVE	
AWARENESS	
DODGE	
EVASION	
SHOCK	

ENCUMBRANCE

ARMOUR
GEAR
STR MOD
ENC
BULK

MOVEMENT

MOVE
EFFECTIVE
HALF
FULL
DOUBLE

TRAUMA

BODY LOCATION

ZN	LN	LOC	B	E	P	F	SHK
1	1-5	SK					○ 5
	6-8	FA					● 4
	9-10	NK					● 5 ▽
2-3	1-3	SH					● 3
	4-6	UA					○ 1 ▽
	7	EL					○ 2 ▽
	8-9	FO					○ 1 ▽
	10	HA					2 ▽
4-7	1-4	TX					● 4
	5-7	AB					● 4
	8-10	PV					● 4
8-10	1-4	TH					● 3 ▽
	5	KN					○ 2 ▽
	6-8	CA					○ 1 ▽
	9-10	FT					2 ▽
AREA ATTACK			•	•	•		6

IMPACT

IMPACT	1+	5+	10+	15+	20+
INJURY	M1	S2	S3	G4	G5

SHOCK STATE

SHOCK	≤6	7	8	9	10
STATE	•	STN	INC	UNC	KIA
BLEEDING		☐	☐	☐	☐

FATIGUE

WINDED
WEARY
WEAK
PF
END SR

STRESS

PSYCHE

AURAL SHOCK

SHADOW

INJURY

HB:

The image shows a handwriting practice sheet for the letter 'H'. It consists of three rows of four-lined guides. The first row shows a single uppercase 'H' formed by a vertical line and a horizontal line. The second row shows a lowercase 'h' formed by a vertical line and a horizontal line, with the letters 'R' and 'L' indicating the starting points for the vertical and horizontal strokes respectively. The third row shows a single uppercase 'H' formed by a vertical line and a horizontal line.

SHOCK ROLL

CF	F	S	CS
2	1	0	-1

AILMENTS

COMBAT GEAR

MELEE WEAPONS

[illegible]

MISSILE WEAPONS

ARMOUR / CLOTHING

[illegible]

POSSESSIONS

[illegible]

NOTES

[illegible]