		Career Path			Le	evel	D	Fort	
Species	Gender						Resi		
Age Heigh	t Weight							Reso	lve
Hair	Eyes	<u></u>					Moti	vati	OI
Features		Statu	S						
) 🥡		& GROUP			7
Characteris	lics Basi	c Skil	18		Ad	& GROUP Vanced	Skills	<u></u>	
WS 🔷 🔾	Art	Dex	+	= @	Skill		Base	+	=
Base +	Athletics	Ag	+	=				+	=
$\overline{BS} \bigcirc \overline{\square}$	Bribery	Fel	+	=				+	=
Base + L	Charm	Fel	+	=				+	=
$S \Diamond \Box$	Charm Animal	WP	+	=				+	=
Base +	Climb	S	+	=				+	=
	Cool	WP	+	=				+	=
$\Gamma \diamondsuit $	Consume Alcohol	Т	+	=				+	1=
Base +	Dodge	Ag	+	=				+	=
	Drive	Ag	+	=				+	=
Base + L	Endurance	Т	+	=				+	1=
A C \	Entertain	Fel	+	=				+	オ
AG 🔷	Gamble	Int	+	=				+	=
	Gossip	Fel	+	=				+	=
$Dex \diamondsuit $	Haggle	Fel	+	=				+	╁
Base +	Intimidate	S	+	=				+	=
INT	Intuition	I	+	=				+	=
Base + L	Leadership	Fel	+	=				+	=
$\overline{\mathrm{WP}} \diamondsuit \overline{ }$	Melee (Basic)	WS	+	=				+	=
Base +	Melee (Brawling)	WS	+	=				+	=
	Navigation	I	+	=				+	=
FEL	Outdoor Survival	Int	+	=				+	=
Base + L	Perception	I	+	=				+	=
A. C. C.		Ag	+	=				+	=
Movement M Walk Run	Row	S	+	=				+	╁
	Stealth	Ag	+	=	1		+	+	╁

Talen					
Name	Rank	+SL Skills		Description	
6					
Armor	Locations	AP	ENC	Qualities	
Atmor	Locations	Ar	ENC _	Quanties	RA
					or-o9 Head
					10-24 Left Arm 25-44 Right Arm
					80-89 Left Leg
					7 -0^
Weapons	•	Armor ENC			OOO RL LL
Weapon Group	Dama	ge Rch/Rng	ENC	Qualities	
					Wounds
				()	Would
					SB* + (2 x TB) + WPB + Hardy Bonus *Halflings and Gnomes do not add SB
				TT.	-
					Criticals
					Conditions
		Veapon ENC			

Trapping Trapping	Desc	cription			Quantity	ENC
						-
						<u> </u>
						-
						-
						-
Wealth					Armor ENC	
crown = 20 shillings = 240 pennies, 1	shilling – 12 peppies	Stashed	Banked		Veapon ENC	
20 simmings = 240 pennies, 1	omming – 12 peninies	OcasiiCu	Danked	I	tal ENC	
		1		1 -0		

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Psychology				111	M	17.6	The same	السيحة
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Ambitions				7			Corr	upti
Personal - Short Term								
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Personal - Long Term	11							350
Party - Short Term	-							
Party - Long Term				$\ $				
		111111111111111111111111111111111111111						
Background								
Background		July 1						
	10							
CO	mrade							
		Species					Career	
M WS Traits	BS S T	I	Ag	Dex	Int	WP	Fel	W
Traits				Personality	7			
Janes 1					,			
				Trappings				
Expo								
Experience Unspent Experience					Total	Spent		
Compose Experience					Total	Spent		

pells and P			CN	Targe	t R	ange	Duration	Effect	
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			Туре					Career	
WS BS S	·	Γ	I	Ag	Dex	Int	WP	Fel W	
					Persona	llity			
						Familiar A	hilities		
					Opeciai	zamillat 21	e interes		

Apothecary Fo	olio				
Recipe	Skill	Active Ingredient	Cost	Availability	Effect
					L
					L
					L
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A single folio may normally contain 8 concoction recipes and 8 preparation recipes in the margins.

Campaign Log	Advancement Advanc	
ent		
	Completing a C	'ar
	You must have the number of A listed below in all your Career l	level'
	Characteristics and in eight (8) available Skills. You must also h	of yo
	one (1) Talent from your curren level. Previous Skills and Talent gained count towards this.	it Ca
	Level 1 2 3	
	Adv 5 10 15	
	Advancements (Co
	Advances Characteristics	Sk
	o to 5 25]
	6 to 10 30]
	11 to 15 40	2
	16 to 20 50	3
	21 to 25 70	2
	26 to 30 90	6
	31 to 35 120	8
	36 to 40 150	I
	41 to 45 190	L
	46 to 50 230	I
	51 to 55 280	2
	56 to 60 330	2
	61 to 65 390	3
	66 to 70 450	3
	71+ 520 Improvement XI	4 P Co
		+100 es ta
	· .	100 200
		200
	Income Tier Per St	ton d
	Brass 2d10 Bras	ss Pe
	Silver 1d10 Silve Gold 1 Gold	
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	Balances	

ompleting a Career a must have the number of Advances and below in all your Career level's aracteristics and in eight (8) of your tilable Skills. You must also have at least (1) Talent from your current Career el. Previous Skills and Talents you have ned count towards this.

Level	I	2	3	4
Adv	5	10	15	20

dvancements Costs

Advances	Characteristi	es Skills
0 to 5	25	10
6 to 10	30	15
11 to 15	40	20
16 to 20	50	30
21 to 25	70	40
26 to 30	90	60
31 to 35	120	80
36 to 40	150	110
41 to 45	190	140
46 to 50	230	180
51 to 55	280	220
56 to 60	330	270
61 to 65	390	320
66 to 70	450	380
71+	520	440
Improv	ement	XP Cost
+1 Та	lent	100 +100 per times taken
Exit Comple	eted Career	100
Exit Incomp	lete Career	200

come

Tier	Per Standing
Brass	2d10 Brass Pennies
Silver	ıdıo Silver Shillings
Gold	1 Gold Crown

XP G	ıin	XP Sper