

Character

Career

Fate

Species			Gender			Level			Fortune		
Age			Height			Weight			Career Path		
Hair			Eyes			Status			Resilience		
Features									Resolve		
									Motivation		

Characteristics

Basic Skills

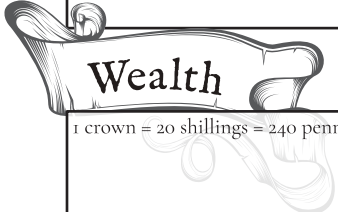
& GROUP Advanced Skills

WS	Base		Art	Dex	+	=	Skill	Base	+	=
BS	Base		Athletics	Ag	+	=			+	=
S	Base		Bribery	Fel	+	=			+	=
T	Base		Charm	Fel	+	=			+	=
I	Base		Charm Animal	WP	+	=			+	=
AG	Base		Climb	S	+	=			+	=
DEX	Base		Cool	WP	+	=			+	=
INT	Base		Consume Alcohol	T	+	=			+	=
WP	Base		Dodge	Ag	+	=			+	=
FEL	Base		Drive	Ag	+	=			+	=
Movement	M	Walk	Endurance	T	+	=			+	=
			Entertain	Fel	+	=			+	=
			Gamble	Int	+	=			+	=
			Gossip	Fel	+	=			+	=
			Haggle	Fel	+	=			+	=
			Intimidate	S	+	=			+	=
			Intuition	I	+	=			+	=
			Leadership	Fel	+	=			+	=
			Melee (Basic)	WS	+	=			+	=
			Melee (Brawling)	WS	+	=			+	=
			Navigation	I	+	=			+	=
			Outdoor Survival	Int	+	=			+	=
			Perception	I	+	=			+	=
			Ride	Ag	+	=			+	=
			Row	S	+	=			+	=
			Stealth	Ag	+	=			+	=



Trappings

Trapping	Description	Quantity	ENC	<input type="checkbox"/>
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Wealth

1 crown = 20 shillings = 240 pennies, 1 shilling = 12 pennies	Stashed	Banked

Armor ENC	
Weapon ENC	
Total ENC	
Limit	

ENC Limit = SB + TB + Talents

Psychology

Blank space for Psychology notes.

Mutation

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Ambitions

Personal - Short Term

Personal - Long Term

Party - Short Term

Party - Long Term

Corruption

Miscellany

Background

Large blank space for Background notes.

Comrade

Species

Career

M

WS

BS

S

T

I

Ag

Dex

Int

WP

Fel

W

Traits

Personality

Trappings

Experience

Unspent Experience

Total Spent

Spells and Prayers

Name	CN	Target	Range	Duration	Effect

Familiar

Name					Type					Career	
M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
Traits							Personality				
							Special Familiar Abilities				



Apothecary Folio



Recipe	Skill	Active Ingredient	Cost	Availability	Effect

A single folio may normally contain 8 concoction recipes and 8 preparation recipes in the margins.

Campaign Log

Advancement

Event	XP Gain	XP Spend

Completing a Career

You must have the number of Advances listed below in all your Career level's Characteristics and in eight (8) of your available Skills. You must also have at least one (1) Talent from your current Career level. Previous Skills and Talents you have gained count towards this.

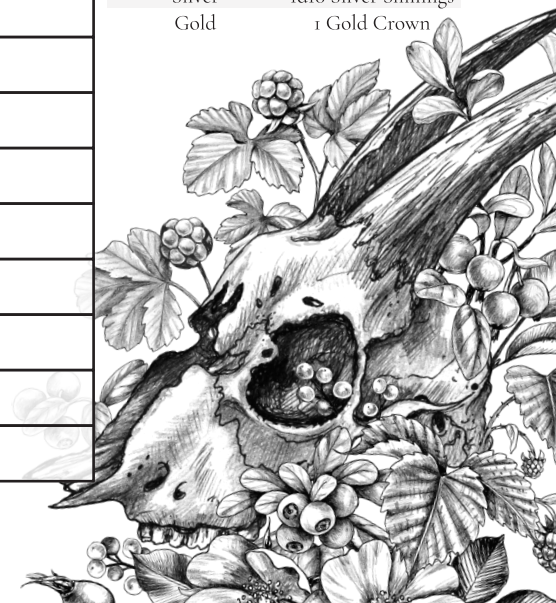
Level	1	2	3	4
Adv	5	10	15	20

Advancements Costs

Advances	Characteristics	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
Improvement		XP Cost
+1 Talent		100 +100 per times taken
Exit Completed Career		100
Exit Incomplete Career		200

Income

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



Balances

