

CAREER:

FAME RANK:

NOBLE RANK:

EXPERIENCE:

Unspent Total

SPECIAL ABILITIES

BASIC ACTION CARDS

GUARDED POSITION

Discipline (WP)

0

⚔ Until the start of your next turn, add ■ to any Melee or Ranged Attack actions targeting you or any allies in the same engagement as you.

⚔⚔⚔ Until the start of your next turn, add ■■ to any Melee or Ranged Attack actions targeting you or any allies in the same engagement as you.

⚔⚔⚔ An engaged ally may remove 1 recharge token from any of his recharging cards.

☠ Suffer 1 stress.

PERFORM A STUNT

0

Varies Based On Stunt Attempted

⚔ Perform action as intended.

⚔⚔⚔ Perform action incredibly well; may perform a free manoeuvre.

⚔ Physical check: recover 1 fatigue. Mental: recover 1 stress.

⚔ Physical check: suffer 1 fatigue. Mental: suffer 1 stress.

NOTES & DRAWINGS

CURRENT CAREER:

CAREER SHEET ATTRIBUTES

PAST CAREERS:

PRIMARY CHARACTERISTICS

- | | |
|------------------------------------|---------------------------------------|
| <input type="checkbox"/> STRENGTH | <input type="checkbox"/> INTELLIGENCE |
| <input type="checkbox"/> TOUGHNESS | <input type="checkbox"/> WILLPOWER |
| <input type="checkbox"/> AGILITY | <input type="checkbox"/> FELLOWSHIP |

CAREER SKILLS

- | | |
|--|--------------------------------------|
| <input type="checkbox"/> ATHLETICS | <input type="checkbox"/> CHARM |
| <input type="checkbox"/> BALLISTIC SKILL | <input type="checkbox"/> DISCIPLINE |
| <input type="checkbox"/> COORDINATION | <input type="checkbox"/> FIRST AID |
| <input type="checkbox"/> INTIMIDATE | <input type="checkbox"/> FOLKLORE |
| <input type="checkbox"/> RESILIENCE | <input type="checkbox"/> GUILE |
| <input type="checkbox"/> RIDE | <input type="checkbox"/> INTUITION |
| <input type="checkbox"/> SKULDUGGERY | <input type="checkbox"/> LEADERSHIP |
| <input type="checkbox"/> STEALTH | <input type="checkbox"/> NATURE LORE |
| <input type="checkbox"/> WEAPON SKILL | <input type="checkbox"/> OBSERVATION |

AVAILABLE ADVANCES & LIMITATIONS

- | |
|---|
| <input type="checkbox"/> ACTION CARDS |
| <input type="checkbox"/> TALENT CARDS |
| <input type="checkbox"/> SKILLS & SPECIALIZATIONS |
| <input type="checkbox"/> CHARACTERISTIC FORTUNE |
| <input type="checkbox"/> INCREASE CONSERVATIVE |
| <input type="checkbox"/> INCREASE RECKLESS |
| <input type="checkbox"/> WOUND THRESHOLD |

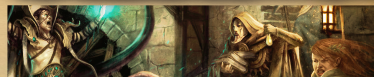
CAREER TRAITS

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> BASIC | <input type="checkbox"/> ACADEMIC |
| <input type="checkbox"/> INTERMEDIATE | <input type="checkbox"/> ARCAN |
| <input type="checkbox"/> ADVANCED | <input type="checkbox"/> BUREAUCRAT |
| <input type="checkbox"/> ELITE | <input type="checkbox"/> COMBAT |
| <input type="checkbox"/> HEROIC | <input type="checkbox"/> DEDICATED |
| | <input type="checkbox"/> DEVOTED |
| | <input type="checkbox"/> ENGINEER |
| | <input type="checkbox"/> FANATIC |
| | <input type="checkbox"/> INDUSTRIOUS |
| | <input type="checkbox"/> IRONBREAKER |
| | <input type="checkbox"/> LEADER |
| | <input type="checkbox"/> MENIAL |
| | <input type="checkbox"/> MILITARY |
| | <input type="checkbox"/> NOBLE |
| | <input type="checkbox"/> PRIEST |
| | <input type="checkbox"/> RELIGION |
| | <input type="checkbox"/> RITUAL DANCER |
| | <input type="checkbox"/> ROGUE |
| | <input type="checkbox"/> RUNESMITH |
| | <input type="checkbox"/> RURAL |
| | <input type="checkbox"/> SOCIAL |
| | <input type="checkbox"/> SLAYER |
| | <input type="checkbox"/> SPECIALIST |
| | <input type="checkbox"/> SWORD MASTER |
| | <input type="checkbox"/> URBAN |
| | <input type="checkbox"/> WATCHER |
| | <input type="checkbox"/> WITCH |
| | <input type="checkbox"/> WIZARD |

EXPERIENCE:

<input type="text"/>	<input type="text"/>
Unspent	Total

GENERAL CAREER ADVANCES



- ☐ ACTION CARD:
- ☐ TALENT:
- ☐ SKILL TRAINING OR SPECIALIZATION:
- ☐ WOUND THRESHOLD:
- ☐ OPEN CAREER ADVANCE:
- ☐ OPEN CAREER ADVANCE:
- ☐ OPEN CAREER ADVANCE:
- ☐ OPEN CAREER ADVANCE:
- ☐ OPEN CAREER ADVANCE:

INSANITIES

Current / Threshold	Name	Description	Severity
<input type="text"/>			

DISEASES

Current / Threshold	Name	Description	Symptoms	Severity
<input type="text"/>				

MUTATIONS

Current / Threshold	Name	Description	Severity
<input type="text"/>			

CRITICAL WOUNDS

Current / Threshold	Name	Description	Severity
<input type="text"/>			

FRIENDS & ALLIES

Name	Description

ENEMIES & NEMESIS

Name	Description

CAREER COMPLETION ADVANCES

- ☐ CAREER TRANSITION:
- ☐ DEDICATION BONUS:

NON CAREER ADVANCES

- ☐ NON CAREER ADVANCE:
- ☐ NON CAREER ADVANCE: