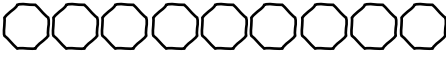


CHAOS

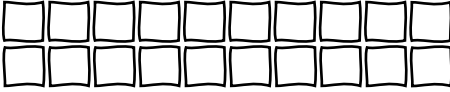


CONDITIONS & INJURIES

DETERMINATION

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

HEALTH (VIGOR+)



ARMOR

ARMOR SCORE



NAME

PLAYER

WEIGHT CARRIED

EFFORTLESS (VIGOR X2)

MAXIMUM (VIGOR X4)

CURRENT

ATTRIBUTES

VIGOR



APTITUDE



PROWESS



EMPATHY



FIGHTING



SENSES



TRICKERY



STABILITY



ATHLETICISM



OPERATE



EVASION



HEALING



MOBILITY



CREATION



RANGED COMBAT



INSPIRATION



ENDURANCE



KNOWING



MANEUVERS



PERSUASION



DRIFTMARKS/FEATURES

GEAR

ITEM	CONSUMABLE SCORE	WEIGHT	BONUS	DAMAGE	RANGE
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	____	____	____	____
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	____	____	____	____
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	____	____	____	____
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	____	____	____	____
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	____	____	____	____

LONG ACTIONS (1 PER ROUND)

ACTION	PREREQUISITES	SKILL
CRAWL	YOU ARE PRONE	--
FIRST AID	--	HEALING
MELEE ATTACK	ENGAGED	FIGHTING
RANGED ATTACK	RANGED WEAPON	RANGED COMBAT
RELOAD	CONSUMABLE	--
SKILL ACTION	--	(VARIES)

SHORT ACTIONS (1 PER ROUND, 2 IF YOU REPLACE LONG WITH SHORT)

ACTION	PREREQUISITES	SKILL
AIM	RANGED WEAPON	--
BLOCK ATTACK	ATTACKED (MELEE)	FIGHTING
DISENGAGE	ENGAGED	MOBILITY
DODGE ATTACK	ATTACKED, NOT ENGAGED	EVASION
DRAW WEAPON	FREE HAND	--
DROP PRONE/STAND	--	--
GRAPPLE ATTACK	GRAPPLED OPPONENT	--
MOVE THROUGH ENTRY	--	--
RUN	NOT ENGAGED	--
SKILL ACTION	--	(VARIES)

BACKSTORY

ORIGIN

CALLING

HISTORY

REVELATION

WARDEN LORE

APPEARANCE

AGE:

HEIGHT:

WEIGHT:

BUILD:

GENDER:

HAIR STYLE & COLOR:

FACIAL HAIR:

SKIN:

MARKINGS, SCARS OR TATTOOS:

VOICE:

SCENT:

OTHER DISTINGUISHING TRAITS:

NOTABLE ATTIRE:

NAME

PLAYER

RANK

EXPERIENCE
POINTS

MONEY

RELATIONSHIPS

FRIEND

RIVAL

HERO

DRIVING VALUE

AMBITION

FLAWS

OTHER POSSESSIONS

ITEM	CONSUMABLE SCORE	WEIGHT	BONUS	DAMAGE	RANGE
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	<input type="checkbox"/>	_____	_____	_____	_____

EXPERIENCE POINTS SPENT