

Player Name \_\_\_\_\_ Character Name \_\_\_\_\_ Species \_\_\_\_\_

Homeland \_\_\_\_\_ Culture \_\_\_\_\_ Profession \_\_\_\_\_

Age \_\_\_\_\_ Affluence  %

Passions Base %

_____	_____	<input type="text"/>
_____	_____	<input type="text"/>
_____	_____	<input type="text"/>
_____	_____	<input type="text"/>
_____	_____	<input type="text"/>
_____	_____	<input type="text"/>

### Background Events

STR	<input type="text"/>	Action Points	<input type="text"/>
CON	<input type="text"/>	Damage Mod	<input type="text"/>
SIZ	<input type="text"/>	Experience Mod	<input type="text"/>
DEX	<input type="text"/>	Initiative Bonus	<input type="text"/>
INT	<input type="text"/>	Luck Points	<input type="text"/>
POW	<input type="text"/>	Magic Points	<input type="text"/>
CHA	<input type="text"/>	Movement	<input type="text"/>

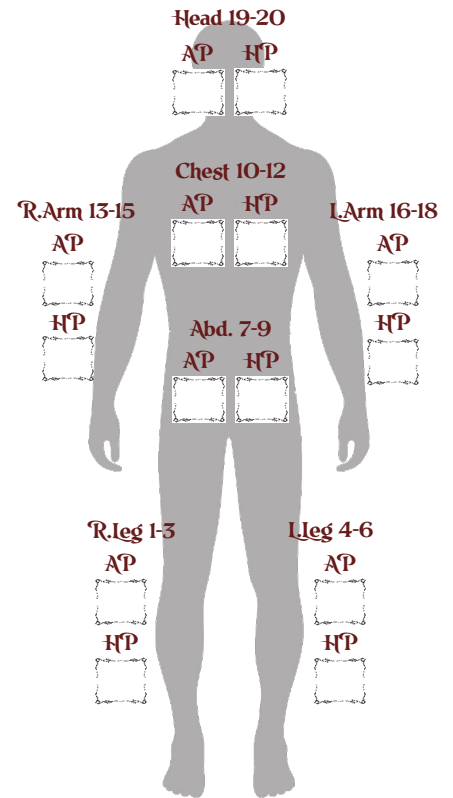
### Standard Skills

Skill	Base	%
Athletics	STR+DEX	<input type="text"/>
Boating	STR+CON	<input type="text"/>
Brawn	STR+SIZ	<input type="text"/>
Common Tongue	INT+CHA	<input type="text"/>
Conceal	DEX+POW	<input type="text"/>
Customs	INT x2	<input type="text"/>
Dance	DEX+CHA	<input type="text"/>
Deceit	INT+CHA	<input type="text"/>
Drive	DEX+POW	<input type="text"/>
Eloquence	CHA x2	<input type="text"/>
Endurance	CON x2	<input type="text"/>
Evade	DEX x2	<input type="text"/>
First Aid	INT+DEX	<input type="text"/>
Folk Lore	INT x2	<input type="text"/>
Influence	CHA x2	<input type="text"/>
Insight	INT+POW	<input type="text"/>
Perception	INT+POW	<input type="text"/>
Ride	DEX+POW	<input type="text"/>
Sing	CHA+POW	<input type="text"/>
Stealth	DEX+INT	<input type="text"/>
Swim	STR+CON	<input type="text"/>
Unarmed	STR+DEX	<input type="text"/>
Willpower	POW x2	<input type="text"/>

### Professional Skills

Skill	Base	%
		<input type="text"/>
		<input type="text"/>
		<input type="text"/>
		<input type="text"/>
		<input type="text"/>
		<input type="text"/>
		<input type="text"/>
		<input type="text"/>
		<input type="text"/>
		<input type="text"/>

### Hit Locations, Hit Points, Armour



### Combat Styles

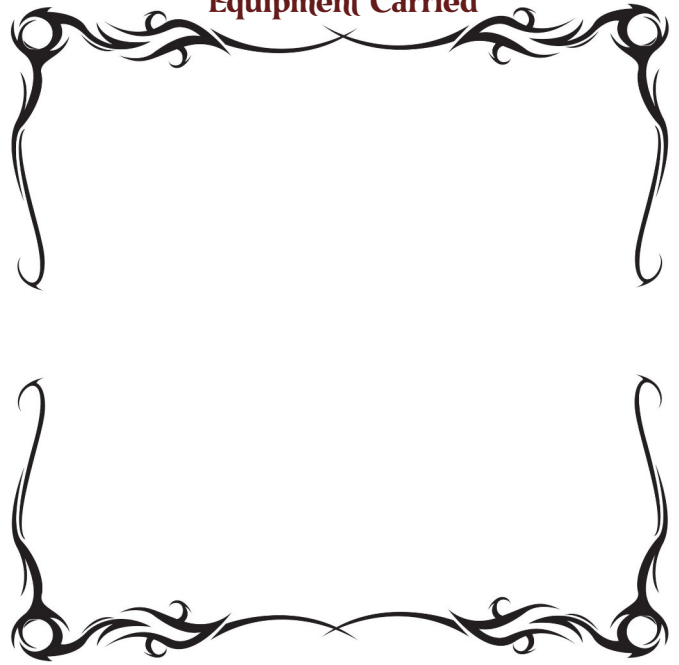
Style	Weapons	%
		<input type="text"/>
Trait		<input type="text"/>
		<input type="text"/>
Trait		<input type="text"/>
		<input type="text"/>
Trait		<input type="text"/>

Location	Armour Type	AP	ENC
Head		<input type="text"/>	<input type="text"/>
Chest		<input type="text"/>	<input type="text"/>
Abdomen		<input type="text"/>	<input type="text"/>
R. Arm		<input type="text"/>	<input type="text"/>
L. Arm		<input type="text"/>	<input type="text"/>
R. Leg		<input type="text"/>	<input type="text"/>
L. Leg		<input type="text"/>	<input type="text"/>
Initiative Penalty (Total ENC/5)			<input type="text"/>

## Fatigue

Fatigue Level		Skill Grade	Movement	Initiative	Action Points
Fresh	<input type="checkbox"/>	No Penalties	-	-	-
Winded	<input type="checkbox"/>	Hard	No Penalty	No Penalty	No Penalty
Tired	<input type="checkbox"/>	Hard	-1 metre	No Penalty	No Penalty
Wearied	<input type="checkbox"/>	Formidable	-2 metres	-2	No Penalty
Exhausted	<input type="checkbox"/>	Formidable	Halved	-4	-1
Debilitated	<input type="checkbox"/>	Herculean	Halved	-6	-2
Incapacitated	<input type="checkbox"/>	Herculean	Immobile	-8	-3
Semi-Conscious	<input type="checkbox"/>	Hopeless	No Activities Possible	No Activities Possible	No Activities Possible
Comatose	<input type="checkbox"/>	No Activities Possible	No Activities Possible	No Activities Possible	No Activities Possible
Dead	<input type="checkbox"/>	Dead	None	None	None

## Equipment Carried



## Weapons

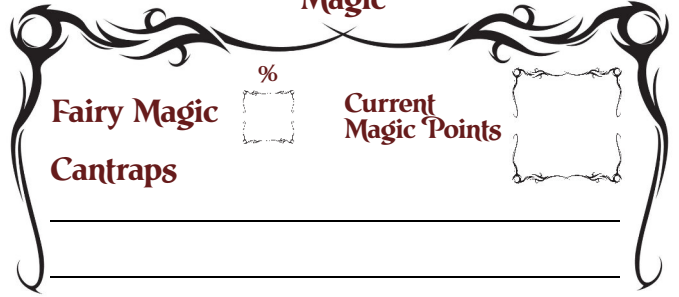
Melee Weapon	Damage	Size	Reach	Traits	AP/HP	Effects

Ranged Weapon	Damage	Force	Range	Load	AP/HP	Effects

## Allies, Contacts, Enemies, Family, etc



## Magic



Fairy Magic  %      Current Magic Points

Cantraps

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Sandestin Coercion  %

Sandestin Invocation  %

Axioms

Sandestin Abilities

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