

Character Name
 Might
 Nature/Nature Points
 Domain

Progress Points (total/current) /
 Wealth
 Health Points (injured/weary)
 Languages

ABILITIES
 Command
 Knowledge
 Sense
 Speed
 Strength

DICE POOLS (std, cha, ext)
 Attack
 Damage
 Deflect
 Dodge
 Damage Reduction Score

Magic Allowance Points

Speciality

MAGIC
 Combat
 Control
 Element
 Heal
 Protection

MELEE
 Body
 Dodge
 Hand to Hand
 Ranged
 Thrown

PRIMARY SKILLS

SECONDARY SKILLS

Climb/round	Jump/round	Sprint/round	Swim/round
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ARMOUR & SHIELDS	MANOEUVRABILITY (str)	ATHLETICS, CLIMB & RUN (str)	DODGE, SPRINT & SWIM (str)	DAMAGE REDUCTION SCORE	STEALTH PENALTY	VALUE (quality)
(d)	<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"/>			
(d)	<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"/>			

WEAPON	MANOEUVRABILITY (str)	INITIATIVE DIFFICULTY	DAMAGE	RANGE ACCURACY	VALUE (quality)
(d)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
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CARRIED ON BODY	CARRIED IN BACKPACK/SACK	EXTRA CARRYING SPACE