



# Character Sheet



Name \_\_\_\_\_ Trait \_\_\_\_\_ People \_\_\_\_\_ HP Max \_\_\_\_ Current \_\_\_\_  
 Cohesion Max \_\_\_\_ Current \_\_\_\_

## TALENTS

Diplomacy People \_\_\_\_ Assigned \_\_\_\_  
 Fitness People \_\_\_\_ Assigned \_\_\_\_  
 Knowledge People \_\_\_\_ Assigned \_\_\_\_

## COMBAT SKILL

Unarmed People \_\_\_\_ Assigned \_\_\_\_  
 Armed People \_\_\_\_ Assigned \_\_\_\_  
 Ranged People \_\_\_\_ Assigned \_\_\_\_  
 Defence People \_\_\_\_ Assigned \_\_\_\_

## PROFESSIONS

\_\_\_\_\_ D \_\_\_\_ F \_\_\_\_ K \_\_\_\_  
 \_\_\_\_\_ D \_\_\_\_ F \_\_\_\_ K \_\_\_\_  
 \_\_\_\_\_ D \_\_\_\_ F \_\_\_\_ K \_\_\_\_

## ITEMS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## ARMOUR

Type \_\_\_\_\_  
 \_\_\_\_\_ HP Max \_\_\_\_ Current \_\_\_\_  
 Shield (if used) \_\_\_\_\_  
 \_\_\_\_\_ HP Max \_\_\_\_ Current \_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## WEAPONS

Name \_\_\_\_\_ Size \_\_\_\_\_ Quality \_\_\_\_\_  
 Effects \_\_\_\_\_

Name \_\_\_\_\_ Size \_\_\_\_\_ Quality \_\_\_\_\_  
 Effects \_\_\_\_\_

Name \_\_\_\_\_ Size \_\_\_\_\_ Quality \_\_\_\_\_  
 Effects \_\_\_\_\_

Name \_\_\_\_\_ Size \_\_\_\_\_ Quality \_\_\_\_\_  
 Effects \_\_\_\_\_

# PHYSICAL MANIPULATION

Name \_\_\_\_\_

Name \_\_\_\_\_

Name \_\_\_\_\_

Skill \_\_\_\_\_ Cost \_\_\_\_\_

Skill \_\_\_\_\_ Cost \_\_\_\_\_

Skill \_\_\_\_\_ Cost \_\_\_\_\_

Time \_\_\_\_\_

Time \_\_\_\_\_

Time \_\_\_\_\_

## Effects & Stats

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## NOTES