



Name	Intelligence	Strength	Origin
Title	Perception	Stamina	Birthday/Zodiac
Profession	Presence	Dexterity	Race/Gender
Affiliation	Communic.	Quickness	Peculiarity
Virtues	Flaws	Realm/Might	
		Size/Soak	
		Warping	
		Confidence	
		Personality Trait	Score
Free	Social status	Reputation (Type)	Score

Ability	Specialty	Score	XP	Ability	Specialty	Score	XP

Weapon	Init	Atk	Dfn	Dmg	Rng	Load	Fatigue	Wounds
							Winded <input type="checkbox"/>	Light (-1) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
							Weary (-1) <input type="checkbox"/>	Medium (-3) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
							Tired (-3) <input type="checkbox"/>	Heavy (-5) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
							Dazed (-5) <input type="checkbox"/>	Incapacitated <input type="checkbox"/> Dead <input type="checkbox"/>
							Unconscious <input type="checkbox"/>	Threshold

Equipment/Armor (Protection)	Load	Decrepitude/Permanent injuries	Warping/Effects
Encumbrance	Burden		

