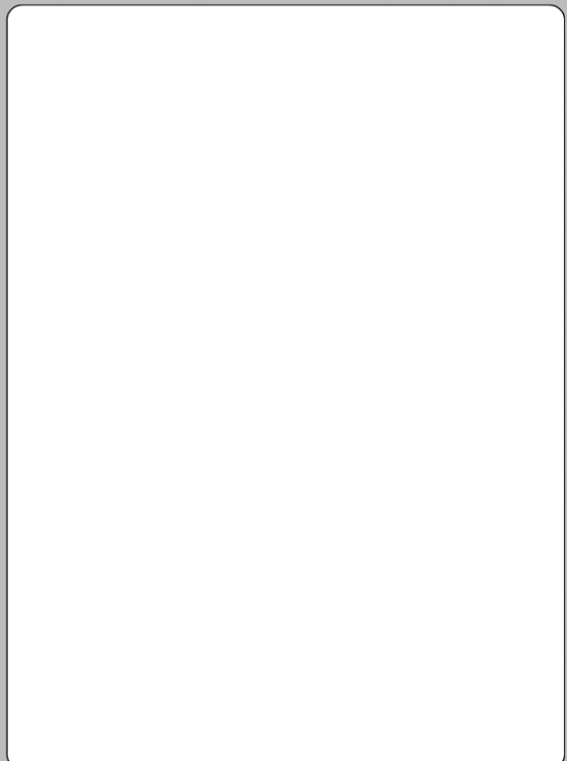


Name  Gender  Age   
 Background   
 Goals

Stam	Hits
1	1
	-0d
2	2
3	3
4	4
5	5
	-1d
6	6
7	7
8	8
9	9
	-2d
10	10
11	11
12	12
13	13
	-3d
+10	14
+20	15
	16
<b>Enc</b>	17
-1	-4d
Str-8	18
-2	19
Str-6	20
-3	21
Str-4	-6
-6	20
Str-2	-9
-9	-5d
Str-0	22
<b>Exp</b>	23
any	23
A	24
S	25
-6d	25
P	26



**Strength** level  roll   
d+  
 strike   
 d+

**Agility** level  roll   
d+  
 dodge

**Awareness** level  roll   
d+  
 spot   
 d+

**Will** level  roll   
d+  
 tough

**Health** level  roll   
d+  
 walk  run  sprint  recov

**Fate** level  roll   
d+  
 luck   
 d+

**Skills**

Skills	Attribute	bonus	skill roll
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+

head  d+ torso  d+ arm  d+ leg  d+  
3-6      9-12      7-8      13-18

**Gear** **weight**

Gear	weight
<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"/>

**Lifestyle**  **Invested**   
**Savings**

**Traits** **value**

Traits	value
<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"/>
<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"/>

Name

Gender

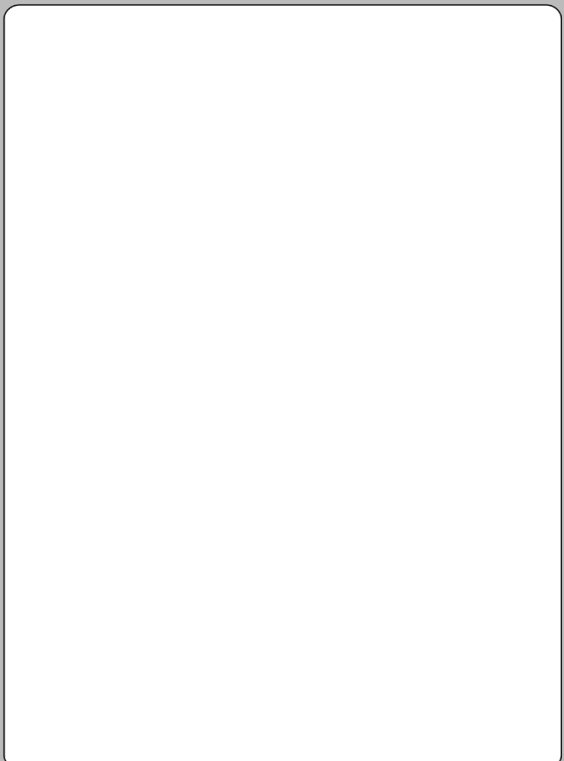
Age

Background

Goals

Stam  Hits

- 1  1
- 2  2
- 3  3
- 4  4
- 5  5
- 6  6
- 7  7
- 8  8
- 9  9
- 10  10
- 11  11
- 12  12
- 13  13
- +10  14
- +20  15
- 16
- Enc**
- 1  17
- Str-8  18
- 2
- Str-6  19
- 3
- Str-4  20
- 6
- Str-2  21
- 9
- Str-0  22
- Exp**
- any  23
- A  24
- S  25
- P  26



**Strength**  level  roll  d+

carry

strike

throw

strike d+  kick d+  throw d+

**Agility**  level  roll  d+

fight

balance

throw

dodge

fight d+  balance d+  throw d+

**Awareness**  level  roll  d+

cognitive

sight

hearing

think d+  spot d+  listen d+

**Will**  level  roll  d+

toughness

charm

resistance

tough  charm d+  resist d+

**Health**  level  roll  d+

speed

stamina

recovery

walk  run  sprint  recov

**Fate**  level  roll  d+

shield

power

luck

shield d+  power d+  luck d+

1 3 5 7 9  
11 13 15 17 19

Skills	Attribute	bonus	skill roll
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+
<input type="text"/>	<input type="text"/>	+	d+

head  d+  torso  d+  arm  d+  leg  d+

Gear	weight
<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"/>

Lifestyle  Invested

Savings

Traits	value
<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"/>
<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"/>

level	roll	mass	dist.	time	qty
-12	-	.8kg	-	-	-
-11	-	1kg	-	-	-
-10	-	1.3kg	-	-	-
-9	-	1.6kg	-	-	-
-8	-	2kg	-	-	-
-7	-	2.5kg	-	-	-
-6	-	3kg	-	-	-
-5	-	4kg	-	-	-
-4	-	5kg	-	-	-
-3	-	6kg	.1m	-	-
-2	-	8kg	-	.5s	x.5
-1	-	10kg	.3m	.7s	x.7
+0	0d+0	13kg	-	1s	x1
+1	0d+1	16kg	.5m	1.4s	x1
+2	0d+2	20kg	.7m	2s	x2
+3	1d+0	25kg	1m	3s	x3
+4	1d+1	32kg	1.4m	4s	x4
+5	1d+2	40kg	2m	6s	x6
+6	2d+0	50kg	3m	8s	x8
+7	2d+1	65kg	4m	11s	x11
+8	2d+2	80kg	6m	15s	x15
+9	3d+0	100kg	8m	23s	x23
+10	3d+1	125kg	11m	30s	x30
+11	3d+2	160kg	16m	45s	x45
+12	4d+0	200kg	23m	1m	x60
+13	4d+1	250kg	32m	1.4m	x90
+14	4d+2	320kg	45m	2m	x125
+15	5d+0	400kg	65m	3m	x175
+16	5d+1	500kg	90m	4m	x250
+17	5d+2	640kg	125m	6m	x350
+18	6d+0	800kg	175m	8m	x500
+19	6d+1	1t	250m	11m	x700
+20	6d+2	1.3t	350m	<b>15m</b>	x1k
+21	7d+0	1.6t	500m	23m	x1.4k
+22	7d+1	2t	700m	30m	x2k
+23	7d+2	2.5t	1km	45m	x2.8k
+24	8d+0	3.2t	1.4km	1h	x4k
+25	8d+1	4t	2km	1.4h	x5.6k
+26	8d+2	5.1t	2.8km	2h	x8k
+27	9d+0	6.4t	4km	3h	x11k
+28	9d+1	8t	5.6km	4h	x16k
+29	9d+2	10.2t	8km	6h	x25k
+30	10d+0	12.5t	11km	8h	x32k
+31	10d+1	16t	16km	11h	x45k
+32	10d+2	20t	23km	<b>16h</b>	x64k
+33	11d+0	25t	32km	1d	x90k
+34	11d+1	32t	45km	1.5d	x125k
+35	11d+2	40t	64km	2d	x175k
+36	12d+0	50t	90km	3d	x250k
+37	12d+1	64t	125km	4d	x350k
+38	12d+2	80t	175km	6d	x500k
+39	13d+0	100t	250km	8d	x700k
+40	13d+1	125t	350km	11d	x1m
+41	13d+2	160t	500km	16d	x1.4m
+42	14d+0	200t	700km	23d	x2m
+43	14d+1	250t	1k km	32d	x3m
+44	14d+2	320t	1.4k km	45d	x4m
+45	15d+0	400t	2k km	2m	x6m
+46	15d+1	500t	2.8k km	3m	x8m
+47	15d+2	640t	4k km	4m	x11m
+48	16d+0	800t	5.6k km	6m	x16m
+49	16d+1	1kt	8k km	8m	x23m
+50	16d+2	1.2kt	11k km	1y	x32m
+1	+1	x1.3	x1.4	x1.4	x1.4
+2	+2	x1.6	x2	x2	x2
+3	+1d	x2	x2.8	x2.8	x2.8

other adventurer notes

training and experience

starting points

A  S  P

traits

attributes

skills

powers

armor

type

covers

weight

cost

hand

worn

pack

armor	type	covers	weight	cost	hand	worn	pack

weapons

damage

Acc

shots

weight

cost

hand

worn

pack

weapons	damage	Acc	shots	weight	cost	hand	worn	pack

gear

armor

hits

weight

cost

hand

worn

pack

gear	armor	hits	weight	cost	hand	worn	pack



heaviest item

2nd heaviest item

weekly expenses