

FLASHING BLADES CHARACTER SHEET

PLAYER _____

CHARACTER NAME _____

ATTRIBUTES					
STRENGTH	<table border="1" style="width: 100%; height: 15px;"> <tr><td></td><td></td><td></td><td></td></tr> </table>				
DEXTERITY	<table border="1" style="width: 100%; height: 15px;"> <tr><td></td><td></td><td></td><td></td></tr> </table>				
ENDURANCE	<table border="1" style="width: 100%; height: 15px;"> <tr><td></td><td></td><td></td><td></td></tr> </table>				
WIT	<table border="1" style="width: 100%; height: 15px;"> <tr><td></td><td></td><td></td><td></td></tr> </table>				
CHARM	<table border="1" style="width: 100%; height: 15px;"> <tr><td></td><td></td><td></td><td></td></tr> </table>				
LUCK	<table border="1" style="width: 100%; height: 15px;"> <tr><td></td><td></td><td></td><td></td></tr> </table>				

BACKGROUND _____

ADVANTAGE _____

SECRET _____

SKILLS	Basic	Attribute	Value	Checks	

Height	Build	Encumbrance Value
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ARMOR Weight	HIT POINTS
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Types	Damage	Saved
Head		
Chest		
Flank		
Right Arm		
Left Arm		
Right Leg		
Left Leg		

MARTIAL SKILLS	Expertise	Checks

MARTIAL TRAINING

WEAPONS	Expertise	Chance to Hit + Weapon Mod.	Weapon Damage	Parry	Weapon Strength	Checks

	Chance of	Chance of	Chance of Brilliant
PROFESSION/JOB	Current Position	Yearly Pay	Opening Promotion Maneuver (Wit/3)
CLUB			
REGIMENT	Company		
ORDER			

SOCIAL RANK
YEARLY INCOME
EXPENSES
RELIGION
TITLE (IF ANY)

SPECIAL HOLDING
POSSESSIONS
NORMAL TAXES
NORMAL TITLES

INVESTMENTS
Finance Investment
Domestic Commerce
Foreign Commerce
Property