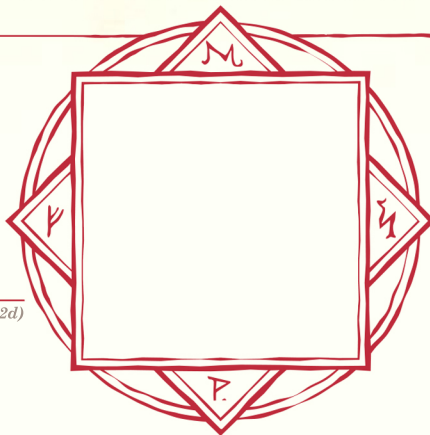


CHARACTER

Culture _____
 Calling _____
 Age _____ Hair _____
 Eyes _____ Height _____



Adventure Points

Skill Points

Fellowship Points

Patron _____

Fellowship focus _____

supporting them allows them to gain (2d)

Cultural Blessings _____

FEATURES

Inspiration: spend 1 Hope to gain (2d)

STRENGTH

RATING
 2 3 4 5 6 7 8
 Poor Fair Good Great



Strength Target Number
20 - Rating

HEART

RATING
 2 3 4 5 6 7 8
 Poor Fair Good Great



Heart Target Number
20 - Rating

WITS

RATING
 2 3 4 5 6 7 8
 Poor Fair Good Great



Wits Target Number
20 - Rating

SKILLS

fav.	success dice	item
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fav.	success dice	item
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fav.	success dice	item
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COMBAT

PROFICIENCIES roll VS Strength TN; specials on 6's.

success dice

Axes

Bows

Spears

Swords

Parry

base shield other

HEAVY BLOW - add STRENGTH rating to damage
 FEND OFF - gain Parry +1 (axes) +2 (swords) +3 (spears)
 PIERCE - add +1 (swords) +2 (bows) +3 (spears) to Feat die
 SHIELD THRUST - STR VS Attribute Level - enemy loses (1d)

WAR GEAR damage injury load

ARMOUR protection parry load

ENDURANCE

Maximum load fatigue Current

damage

HOPE

Maximum shadow scars Current

Shadow path _____

Flaw makes relevant rolls ill-favoured

CONDITIONS

Miserable Weary Wounded

Injury

Protection armour helm other

roll VS weapon

REWARDS & VIRTUES



Wisdom Wits TN



Valour Heart TN

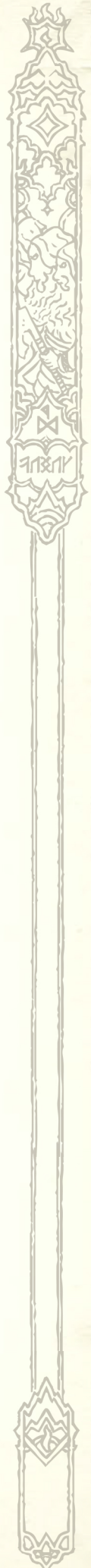
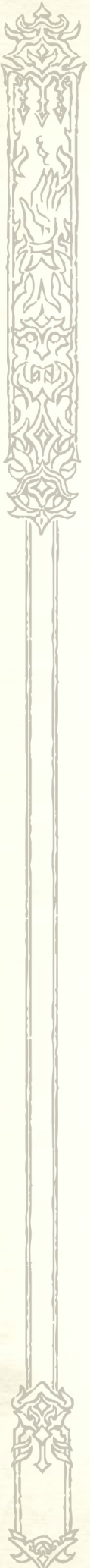
GEAR

Living

Treasure



JOURNAL



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REWARDS & VIRTUES

GEAR

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Lined writing area below the 'GEAR' header.

