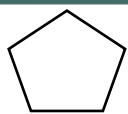
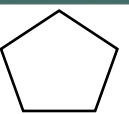
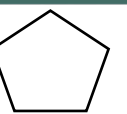
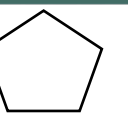
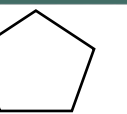
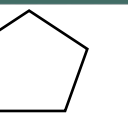
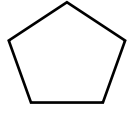
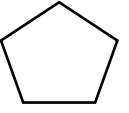
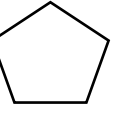
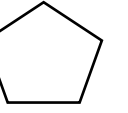
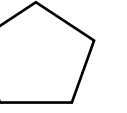
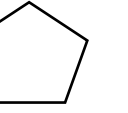


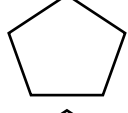
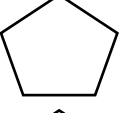
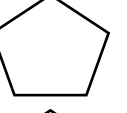
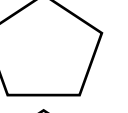
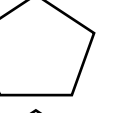
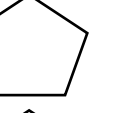
Character	Careers	Motivations
Background: _____	x _____	+/- _____
Parentage: _____	x _____	+/- _____
Religion: _____	x _____	+/- _____

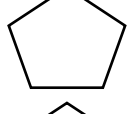
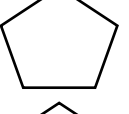
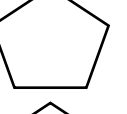
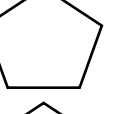
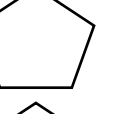
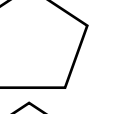


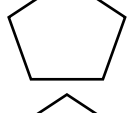
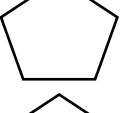
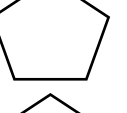
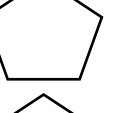
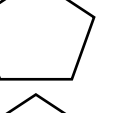
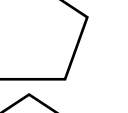
REFLEXES:
MUSCLES:
SENSES:
BRAINS:
CHARM:
WILL:

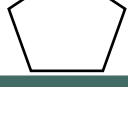
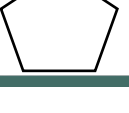













SKILLS

Basic	Specialised	Combat
__ d12 Alertness	__ d12 _____	__ d12 _____
__ d12 Athletics	__ d12 _____	__ d12 _____
__ d12 Influencing	__ d12 _____	__ d12 _____
__ d12 Leadership	__ d12 _____	__ d12 _____
__ d12 _____	__ d12 _____	__ d12 _____
__ d12 _____	__ d12 _____	__ d12 _____
__ d12 _____	__ d12 _____	__ d12 _____
__ d12 _____	__ d12 _____	__ d12 _____
__ d12 _____	__ d12 _____	__ d12 _____

EXPERTISE	Career Class	EFFECT: re-roll 1d12 when:
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



BURDEN:



GEAR

Weapon/Item	Quality	Effect	Price

ARMOUR

cover: _____

Armour Piece	Quality	Effect	Price

ANIMALS

Horse/Other	Quality	Effect	Price



NOTES:

