

CHARACTER NAME: ..... CHARACTER RANK: .....

## DISCIPLINES

DISCIPLINE	NOTES
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	

## CHARACTER PORTRAIT



## WEAPONS

1.
2.

## COMBAT SKILL

Basic COMBAT SKILL:

Modifiers:

Total:

## ENDURANCE

Basic ENDURANCE:

Modifiers:

Total:

## BACKPACK

1.	<b>MEALS</b> (Each Meal counts as one backpack item)
2.	
3.	
4.	
5.	
6.	<b>BELT POUCH</b> (Maximum 50 GC or equivalent)
7.	
8.	

-3EP if no meal available when instructed to eat

## SPECIAL ITEMS

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.

## NOTES

Empty space for character notes.

CHARACTER NAME: .....

CHARACTER RANK: .....

## DISCIPLINES

DISCIPLINE	NOTES	ADV.	MAS.
1.		—	—
2.		—	—
3.		—	—
4.		—	—
5.		—	—
6.		—	—
7.		—	—
8.		—	—
9.		—	—
10.		—	—

## COMBAT SKILL

Basic COMBAT SKILL:

Modifiers:

Total:

## ENDURANCE

Basic ENDURANCE:

Modifiers:

Total:

## WILLPOWER

Basic WILLPOWER:

Modifiers:

Total:

## ARMOUR

—

## DEFENCE

— End loss

## SHIELD

—

## TRAITS

1.	
2.	
3.	Gained at RANK 6
4.	Gained at RANK 8

## SKILLS

1.	
2.	
3.	Gained at RANK 7
4.	Gained at RANK 9

## WEAPONS

1.	
2.	

## BACKPACK

1.	<b>MEALS</b> (Each Meal counts as one backpack item)  -3EP if no meal available when instructed to eat
2.	
3.	
4.	
5.	
6.	<b>BELT POUCH</b> (Maximum 50 GC or equivalent)
7.	
8.	

## SPECIAL ITEMS

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.

## NOTES

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## KAI'S FAVOUR

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