

DEATH



name: _____

INSANITY



ATTRIBUTES & CONDITIONS

	DEXTERITY	INTELLECT	
	STRENGTH	GRIT	
	PACE	INSIGHT	

ABILITIES

ancestry: _____	background: _____	culture: _____
combat discipline: _____	exploration discipline: _____	social discipline: _____
	2	2
	3	3
	4	4
	5	5

endeavour: _____

experience



CURRENT PROJECTS

ARMOUR

load head

quality

4-3

torso

load

quality

9-10

arms

load

quality

legs

load

quality

11-12

CURRENT LOAD

◇ light (4)

□□□□

◇ ordinary (8)

□□□□

◇ heavy (12)

□□□□
□□□□

PREPARATION

shield

quality

bonus

load

æthyreal armour

quality

bonus

WEAPONS

bonus

load

quality

quality

quality

quality

quality

TOOLS

bonus

load

quality

quality

quality

quality

quality

BONDS

PATRON DEITY

strength

quality

PEOPLE

strength

quality

quality

quality

strength

VALUES

quality

quality

strength

OBJECTS

quality

quality

KNACKS

LACKS

+1d8

+1d10

+1d12

strength

quality

quality

quality

-3d6

-2d6

-1d6