

BIOMA

NAME AGE

PLACE OF BIRTH

ETHNICITY

ETHNIC TRAIT

.....

.....



KNOWLEDGE

.....
 ANIMALS ☐
 BIOLOGY ☐
 ETHNICITY ☐
 TERRAIN ☐



STRENGTH

.....
 COMPULSION ☐
 INTIMIDATION ☐
 SUBSTANCE RES. ☐
 TOUGHNESS ☐



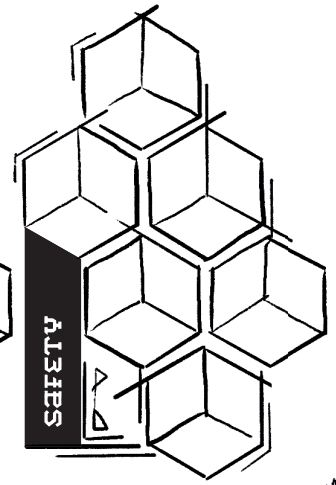
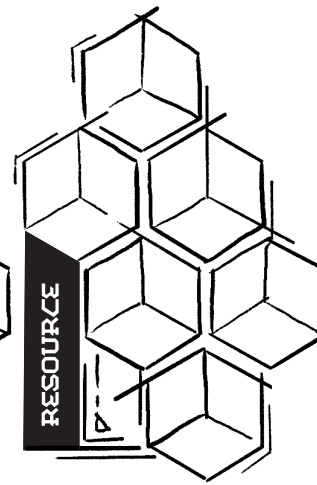
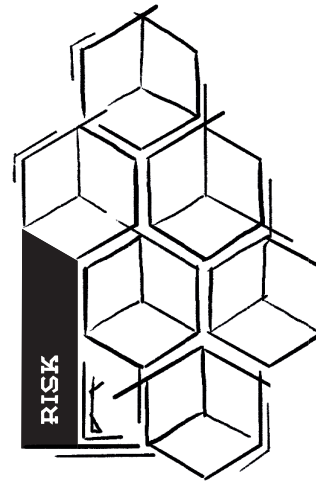
MIND

.....
 TRADE ☐
 CRAFTING ☐
 ORIENTEERING ☐
 SENSE ☐



SWIFTNESS

.....
 ACROBATICS ☐
 DRIVE ☐
 CRAFTINESS ☐
 STEALTH ☐



THIRST

X3 =



HUNGER

X2 =



SLEEP

X1 =

SURVIVAL

FATIGUE
MAX 10

+

HARDSHIPS

=

ATTRITION

0 + NEGLIGIBLE + 3 + LIGHT + 6 + HINDERING + 8 + DELIRIOUS + 12 + DEADLY + 15

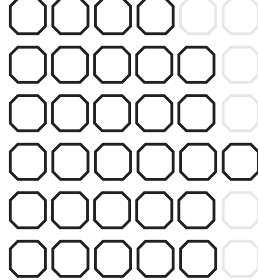
BODY PART

- ARMOR -

DAMAGE

- HEAT -

HEAD
 LEFT ARM
 RIGHT ARM
 TORSO
 LEFT LEG
 RIGHT LEG
 CLOTHING



If this is a positive value, the character is well covered but will suffer in hot environments.
 This value is obtained by adding up all Heat values of your clothing and Armor.

BAG

WEAPON

SLOT

ITEM

SLOT

ITEM

SLOT

CARRIED
SLOTS
 MAXIMUM
SLOTS

WEAPON

NAME

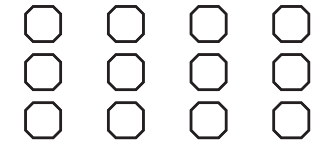
RANGE

DAMAGE

MAGAZINE

RELOAD

ENCUMB.



PATHS

Ability Name

- DESCRIPTION -

Ability Name

- DESCRIPTION -