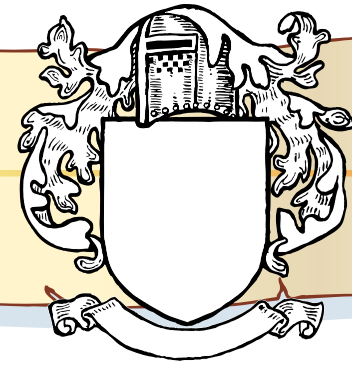
HârnMaster

CHARACTER PROFILE



Character Name:

Occupation/Title:

BIRTH/FAMILY

SPECIES | SEX
BIRTHDATE | SUNSIGN
BIRTHPLACE | CULTURE | SOCIAL CLASS
SIBLING RANK
PARENT
ESTRANGEMENT
CLANHEAD

APPEARANCE

HEIGHT | FRAME
WEIGHT | COMELINESS
OTHER APPEARANCE
MEDICAL

PHYSICAL

STRENGTH
STAMINA
DEXTERITY
AGILITY
EYESIGHT
HEARING
SMELL
VOICE

PERSONALITY

INTELLIGENCE | AURA
WILL | MORALITY
PSYCHE
DEITY/RELIGION | PIETY
NOTES

PHYSICAL SKILLS

SKILL	SB	ML
CLIMBING		
JUMPING		
STEALTH		
THROWING		

COMMUNICATION

SKILL	SB	ML
AWARENESS		
INTRIGUE		
ORATORY		
RHETORIC		
RITUAL		
SINGING		

CRAFT/LORE

SKILL	SB	ML

SPELLS/RITUALS

NAME	LV	EML

COMBAT SKILLS

SKILL	SB	ML
INITIATIVE		
UNARMED		

LANGUAGES/SCRIPTS

SKILL	SB	ML

SHEK PVAR

CONVOCATION	SB	ML
LYAHVI		
PELEAHN		
JMORVI		
FYVRIA		
ODIVSHE		
SAVORYA		
NEUTRAL		

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HârnMaster

COMBAT PROFILE

Character Name

COMBAT STATS

INITIATIVE	
ENDURANCE	
DEXTERITY	
AGILITY	
MOVE	
DODGE (AGL x 5)	

WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
Unarmed										

INJURIES

LOCATION	HR	ILs
Bloodloss	H6	

LOAD (Items Worn/Carried)

ARMOUR	
WEAPONS	
TOTAL WEIGHT	

ARMOUR/CLOTHING

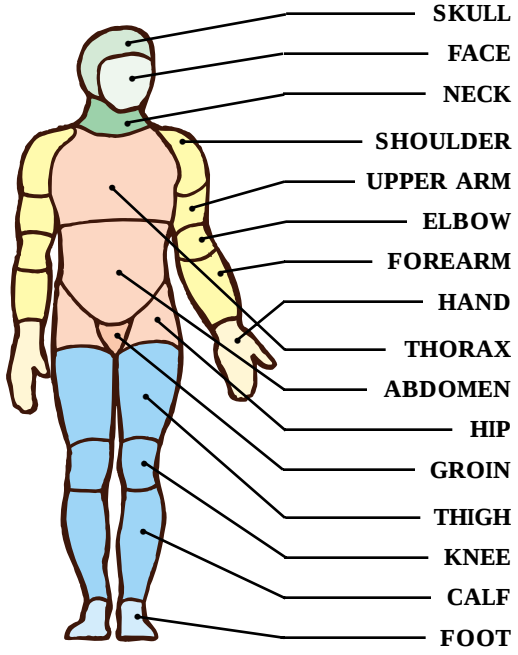
	MATERIAL	AQ	WT

PENALTIES

A. Injury Levels	
B. Fatigue Levels	
UNIVERSAL (A+B)	
C. Encumbrance ENC = LOAD/END	
PHYSICAL (A+B+C)	

SPECIAL PENALTIES

TOTAL	



COMPOUND LAYERS

	AQ	B	E	P	F

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