

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

SPECIAL ITEMS

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

NOTES

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

SPECIAL ITEMS

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

NOTES

KAI'S FAVOUR