

COST

CHARACTER HISTORY:

FRIENDS & ALLIES:

KNOWN ENEMIES:

NOTABLE PEOPLE:

NOTABLE EXPERIENCES:

MOVEMENT

(KM/HOUR)

WALKING SPEED: _____

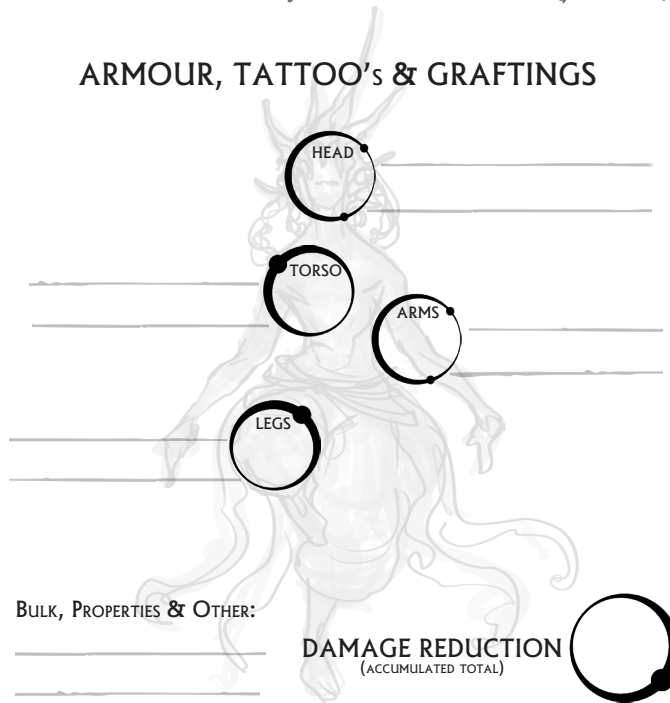
RUNNING SPEED (x2): _____

SPRINTING SPEED (x4): _____

COMBAT SPEED:
(METRES/ROUND)



ARMOUR, TATTOO'S & GRAFTINGS



WEALTH

PROPERTY / ASSETS

DEFENCE VALUE

AGILITY MODIFIER: _____

SKILL MODIFIER: _____

SHIELD MODIFIER: _____

OTHER MODIFIERS: _____

DEFENCE VALUE



EQUIPMENT

WEAPONS

TYPE	SIZE	RANGE	ATTACK MODIFIER	SPEED	DAMAGE	PROPERTIES	SPECIAL