

DURTHUS

REGION

PROFESSION

CULTURE

NAME

PATH

AGE

REPUTATION

ATTRIBUTES

SKILLS

LEVEL

GRIT

MOTIVE

MISFORTUNE

TALENTS

RANK

CRITICAL INJURIES

WEAPONS

BONUS | DAMAGE | RANGE

EXPERIENCE

STRENGTH

AGILITY

WITS

EMPATHY

HELMET

ARMOR

HAND ARMOR

SHIELD

LEG ARMOR

TOTAL

WILLPOWER

Might

Endurance

Melee

Craft

Stealth

Sleight of hand

Move

Marksmanship

Scout

Lore

Survival

Insight

Manipulation

Inspiration

Heal

Animal handling

SCOURGES

CONDITIONS

Breath
of Blood

Sick

Famished

Wrath of
the Moon

Mad

Sleepless

Departure of
the Lifegiver

Depressed

Cold

Lamentations
of the Beasts

Enraged

Hot

General Profession Culture

1.

2.

3.

APPEARANCE		COMPANIONS	
Face:			
Body:			
Clothing:			
GEAR/TREASURES	BONUS	SPELLS	RANK
			I
			I
			I
			I
			II
			II
			H
			II
			III
			III
			III
			IV
			IV
			V
Encumbrance/Carrying capacity: -- / --			
NOTES			

CONSUMABLES

FOOD

WATER

TORCHES

ARROWS

COINS
gold silver copper

[illegible]

APPEARANCE

Face:

Body:

Clothing:

COMPANIONS

GEAR/TREASURES

BONUS

CONSUMABLES

FOOD

WATER

TORCHES

ARROWS

COINS

gold

silver

copper

SPELLS

RANK

I

I

I

I

II

II

H

II

III

III

III

IV

IV

V

NOTES

Encumbrance/Carrying capacity: --/--