PRS (Pagaco							
Name	Age	Ge	nder				
Player	Year Born		Size				
Covenant	Year	Confid	ence				
O ocation	Decrepitude	_	Cnf				
Characteristics		Abilities					
			Score Exp				
Intelligence Strength	Speak native ()	()	-				
Perception Stamina	Athletics * Awareness *	<u>{ </u>					
Presence Dexterity	Charm *	()					
Communication Quickness	Climp *	(
Combat	Concentration * Folk ken *	(
Contout	Guile *	()					
Weapon Init Atk Dfn Dmg		(
Brawling	Animal handling Bargain	(
	Brawling	(
	<u>Carouse</u>	()_					
	Chirurgy Diagnics	()					
	Disguise Etiquette	<u> </u>					
	<u>Hunt</u>						
	Intrigue To a few-kin	()					
Init = qik + weapon skill + weapon initiative bonus + enc	<u> </u>	(
Atk = (dex or per) + weapon skill + weapon attack bonus + enc Dfn = qik + weapon skill + weapon defence bonus + enc	Ride	(
Dmg = str + size + weapon skill + weapon damage bonus Combat Fatigue = sta + weapon skill + enc	Stealth	()					
Combat Guilgae - sia + weapon skia + ene	Survival Swim	()					
Armour		(
A Intour	Area lore ((
Type		()					
Protection Toad	-	(
Soak Total	-	()					
Soak = sta + size + armour protection		(<u> </u>					
—Injury & Fatigue		()					
Body Fatigue	-	<u>{ </u>					
Unhurt • • Fresh		()					
Hurt O 0 O Winded		()					
Light ○ -1 ○ Weary		() ()					
Medium O -3 O Tired		()					
Heavy O -5 O Dazed		()					
		()					
Incapacitated O Unconscious	* Talents	Speciality	 				

Virtues		Т	Flaws]
	g	Equipn	nent -	
Item		Joad	Item	Joa
Total Load	Str	z	Encumbrance	
	If Strength is	s 0 or negative th	en Total Joad = Enc	
Special Notes				

Personality Traits	Reputations
	(