



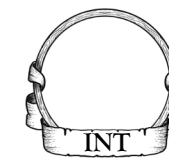
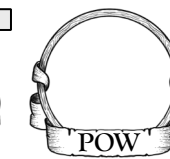
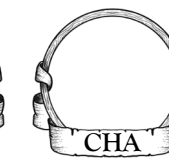
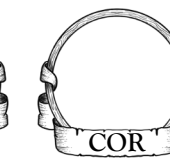


of HEARTH & HARROWING

the

NAME _____
 ANCESTRY _____ GENDER _____ AGE _____ HANDEDNESS _____
 HAIR _____ EYES _____ WEIGHT _____ HEIGHT _____
 ADVENTURING PROFESSION _____ BACKGROUND PROFESSION _____
 INCITING INCIDENT _____

							
EFFORT _____%	STAMINA _____%		AGILITY _____%	IDEA _____%	LUCK _____%	CHARM _____%	

PERSONA	STATUS	SKILLS
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PASSIONS

Used _____ % XP

_____ %

_____ %

_____ %

_____ %

_____ %

_____ %

Reputation _____ %

PERSONALITY

% Civilized _____ Wilderness _____ %

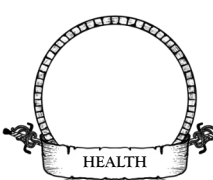


% Faithful _____ Worldly _____ %

% Exploration _____ Isolation _____ %

% Freedom _____ Lawful _____ %

% Outgoing _____ Reserved _____ %

% Knowledge _____ Feeling _____ %

	
MAJOR WOUND _____	BREAK POINT _____
	
INJURIES & CONDITIONS	

Appraise (INT) _____ % XP

Athletics (STRx2) _____ %

Cartography (INT) _____ %

Craft (DEX) _____ %

Dodge (DEXx2) _____ %

Fast Talk (CHA) _____ %

Insight (INT) _____ %

Intimidate (POW) _____ %

Knowledge (INT) _____ %

Language (INTx5) _____ %

Language (INTx3) _____ %

Listen (INT) _____ %

Medicine (INT) _____ %

Navigate (INT) _____ %

Perform (CHA) _____ %

Persuade (CHA) _____ %

Ride (DEX) _____ %

Spot (INTx2) _____ %

Stealth (DEX) _____ %

Survival (INT) _____ %

Thievery (DEX) _____ %

Weapon (VAR) _____ %

Weapon (VAR) _____ %

_____ %

_____ %

_____ %

_____ %

_____ %

_____ %

WEAPONS	WEAPON	%	DAMAGE	TYPE	RELOAD	RANGE	HANDS	HP	ENC
	_____	_____ %	_____	_____	_____	_____	_____	_____	_____
	_____	_____ %	_____	_____	_____	_____	_____	_____	_____
	_____	_____ %	_____	_____	_____	_____	_____	_____	_____
	_____	_____ %	_____	_____	_____	_____	_____	_____	_____
	_____	_____ %	_____	_____	_____	_____	_____	_____	_____

POWERS	POWER	%	XP	DAMAGE	DURATION	RANGE	COST PER LEVEL
	_____	_____ %	<input type="checkbox"/>	_____	_____	_____	_____
	_____	_____ %	<input type="checkbox"/>	_____	_____	_____	_____
	_____	_____ %	<input type="checkbox"/>	_____	_____	_____	_____
	_____	_____ %	<input type="checkbox"/>	_____	_____	_____	_____
	_____	_____ %	<input type="checkbox"/>	_____	_____	_____	_____

GEAR	ITEM	ENC	ITEM	ENC	DAMAGE MODS	MOVEMENT
	_____	_____	_____	_____	PHYSICAL _____	MOV _____
	_____	_____	_____	_____	SOCIAL _____	
	_____	_____	_____	_____	MAGICAL _____	
	_____	_____	_____	_____	ARMOR _____	ENCUMBRANCE
	_____	_____	_____	_____		Total _____
_____	_____	_____	_____	Movement Skills _____ %	Max _____	
_____	_____	_____	_____	Perception Skills _____ %	MOV Penalty _____	
					Skill Penalties _____ %	

EXPERIENCE BONUS _____