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ACCURATE CUNNING DISCREET PERSUASIVE QUICK RESOLUTE STRONG VIGILANT

TOUGHNESS

□□□□□	□□□□□
□□□□□	□□□□□

--	--

threshold maximum

CORRUPTION

□□□□□	□□□□□
□□□□□	□□□□□

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threshold permanent

POSSESSIONS

			ARMOR	
INITIATIVE	ATTACK	DEFENSE	QUALITY	PROTECTION

WEAPON	DAMAGE	QUALITY	ATTRIBUTE

ARCEFACTS

NAME	ABILITIES	CORRUPTION	CONTAINER	CONTAINER
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NAME	ABILITIES	CORRUPTION	◆◆◆◆◆	◆◆◆◆◆
NAME	ABILITIES	CORRUPTION	◆◆◆◆◆	◆◆◆◆◆

COMPANIONS

NAME	RACE	NAME	RACE
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ACC	CUN	DIS	PER	QCK	RES	SCR	VIG	ACC	CUN	DIS	PER	QCK	RES	SCR	VIG
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ABILITIES ABILITIES

WEAPON	ARMOR	WEAPON	ARMOR
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INITIATIVE ATTACK DAMAGE DEFENSE PROTECTION INITIATIVE ATTACK DAMAGE DEFENSE PROTECTION

TOUGHNESS	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
CORRUPTION	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

ABILITIES & POWERS

NAME EFFET	NAME EFFET	NAME EFFET
TYPE ◆◆◆	TYPE ◆◆◆	TYPE ◆◆◆
NAME EFFET	NAME EFFET	NAME EFFET
TYPE ◆◆◆	TYPE ◆◆◆	TYPE ◆◆◆
NAME EFFET	NAME EFFET	NAME EFFET
TYPE ◆◆◆	TYPE ◆◆◆	TYPE ◆◆◆
NAME EFFET	NAME EFFET	NAME EFFET
TYPE ◆◆◆	TYPE ◆◆◆	TYPE ◆◆◆
NAME EFFET	NAME EFFET	NAME EFFET
TYPE ◆◆◆	TYPE ◆◆◆	TYPE ◆◆◆

BOONS
