Scores: INIT = Qik + Weap -	– Enc ATK = Dex	+ Abil $+$ Weap $DFN = Qik + A$	Abil + Weap	DAM = Str	+ Weap
Wounds: Light 1–5, –1; Me	edium 6–10, –3; Hea	vy 11–15, –5; Incapacitating 16–20	); Dead 21+	SOAK = Sta	ı + Armor
Fatigue: Fresh; Winded 2	2 min, 0; Weary 10	0 min, -1; Tired 30 min, -3;	Dazed 1 hr, -	-5; Unconci	ous 2 hrs
Name:	Str: [	] Single Weapon (	)	INIT:	Wounds
Nationality:	Sta:   [			ATK:	
Familial status:	_ , , -			DFN:	
Personality traits:				DAM:	
Loyal Brave	Int:		)	SOAK:	
Reputations:	Per: [	] (	)	Equipment:	
	Pre:	] (	)	zquipinent.	Fatigue
Virtues & Flaws:	Com: [	](	)		Winded
	Year Born	](	)		Weary
		](_	)		Tired
Decreptitude:	Last update [		)		Dazed Uncon-
Warping:		] Gutnish (	)	Enc	cious
Name:	Str: [	] Single Weapon (	)	INIT:	Wounds
Nationality:	Sta:			ATK:	
Familial status:	—			DFN:	
Personality traits:	_			DAM:	
Loyal Brave			)	SOAK:	
Reputations:	Per: [	](	)	Equipment:	
	Pre: [	](	)		Fatigue
Virtues & Flaws:	Com: [	](_	)		Winded
	Year Born	](	)		Weary
		](	)		Tired
Decreptitude:	Last update [	] Lore (	)		Dazed
Warping:		] Gutnish (	)	Enc	Uncon- cious
Name:	Str:	] Single Weapon (	)	INIT:	Wounds
Nationality:	Sta:	·		ATK:	
Familial status:	Dex:	] Athletics (		DFN:	
Personality traits:	_     -	] Awareness (		DAM:	
Loyal Brave			)	SOAK:	
Reputations:		](	)	Equipment:	
	Pre: [	](	)		Fatigue
Virtues & Flaws:	Com: [	](	)		Winded
	Year Born	](	)		Weary
		](	)		Tired
Decreptitude:	Last update [	] Lore (	)		Dazed
Warping:		] Gutnish (	)	Enc	Uncon- cious
Name:	Str: [	] Single Weapon (	)	INIT:	Wounds
Nationality:	_     `			ATK:	
Familial status:	Sta   [			DFN:	<b>─</b> ├ <b>──</b>
Personality traits:	_     -	<u> </u>		DAM:	
Loyal Brave	1	] (		SOAK:	
Reputations:		] (			
	Pre:   [	] (		Equipment:	Fatigue
Virtues & Flaws:	Com: [	] (			Winded
		] (			Weary
	— Year Born	] (			Tired
Decreptitude:	Last update	] Lore (			Dazed
Warping:	Last update   [	] Gutnish (		Enc	Uncon- cious
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