

CHARACTERISTICS

BASIC SKILLS

FATIGUE

STRENGTH

5

TOUGHNESS

4

AGILITY

3

INTELLIGENCE

2

WILLPOWER

3

FELLOWSHIP

2

SKILL	CHAR	TRAINED
ATHLETICS	ST	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
BALLISTIC SKILL	AG	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
COORDINATION	AG	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
INTIMIDATE	ST	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
RESILIENCE	TO	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
RIDE	AG	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SKULDUGGERY	AG	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
STEALTH	AG	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
WEAPON SKILL	ST	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CHARM	FEL	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DISCIPLINE	WP	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
FIRST AID	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
FOLKLORE	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
GUILE	FEL	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
INTUITION	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
LEADERSHIP	FEL	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
NATURE LORE	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
OBSERVATION	INT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

FORTUNE

CHARACTER NAME *Gurni Thorgrimson*

RACE *Azgaraz Dwarf*

CURRENT CAREER *Dockhand*

CURRENT RANK *1*

WOUND THRESHOLD

14

SPECIALISATIONS

Swimming
Excellent Balance

SPECIAL ABILITIES

Child of Grungni - Resilience trained
Grudge! (page 24 for details)
Sturdy (+5 to my encumbrance limit)
Night Vision (fewer dice in darkness)

EQUIPMENT

WEAPON	DAMAGE	CRITICAL	RANGE	SPECIAL QUALITY
<i>Hand Axe</i>	5	3	n/a	
<i>My trusty ol' fishin' net</i>	0		close	entangling

ARMOUR	DEFENCE	SOAK	SPECIAL QUALITY
<i>Leather</i>	0	2	

ADVANCED SKILLS

SKILL	CHAR	TRAINED	SKILL	CHAR	TRAINED
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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