



## Combat

Initiative:

Walk:

Run:

Toughness bonus:

Strength Bonus:

Dodge:

Weapon (Group)	Range/Reach	To hit	Damage	Qualities	Enc.

## Armour and Injuries

	Armour	AP	Qualities	Enc
Head (01-09)				
Left arm (10-24)				
Right arm (25-44)				
Body (45-79)				
Left leg (80-89)				
Right leg (90-00)				
Shield				

Wounds:

Hardy ?

Halfling ?

Injuries

## Trappings

Name	Enc	Name	Enc

Reduce the encumbrance of worn objects by one

Wealth:      GC      SS      D

1 Gold Crown (GC) = 20 Silver Shillings (SS)

1 Silver Shilling (SS) = 12 pence (D)

Max encumbrance:      Strong back ?

Total encumbrance:      Sturdy ?

## Career and Experience

Total experience earned

Total experience spent

Experience available

Career path:

