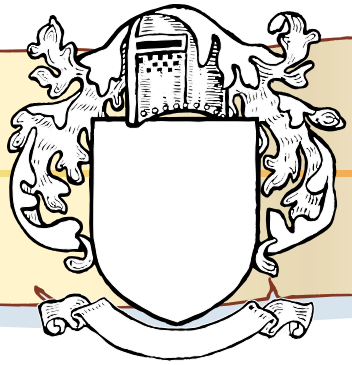
HârnMaster

# CHARACTER PROFILE

**Character Name:**

**Occupation/Title:**



## BIRTH/FAMILY

| | |
|---|---|
| SPECIES | SEX |
| BIRTHDATE | SUNSIGN |
| BIRTHPLACE | CULTURE |
| | SOCIAL CLASS |
| SIBLING RANK | |
| PARENT | |
| ESTRANGEMENT | |
| CLANHEAD | |

## APPEARANCE

| | |
|---|---|
| HEIGHT | FRAME |
| WEIGHT | COMELINESS |
| OTHER APPEARANCE | |
| MEDICAL | |

## PHYSICAL

| |
|---|
| STRENGTH |
| STAMINA |
| DEXTERITY |
| AGILITY |
| EYESIGHT |
| HEARING |
| SMELL |
| VOICE |

## PERSONALITY

| | |
|---|---|
| INTELLIGENCE | AURA |
| WILL | MORALITY |
| PSYCHE | |
| DEITY/RELIGION | PIETY |
| NOTES | |

## PHYSICAL SKILLS

| SKILL | SB | ML |
|---|---|---|
| CLIMBING | | |
| JUMPING | | |
| STEALTH | | |
| THROWING | | |
| | | |
| | | |
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## COMMUNICATION

| SKILL | SB | ML |
|---|---|---|
| AWARENESS | | |
| INTRIGUE | | |
| ORATORY | | |
| RHETORIC | | |
| RITUAL | | |
| SINGING | | |
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## CRAFT/LORE

| SKILL | SB | ML |
|---|---|---|
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## SPELLS/RITUALS

| NAME | LV | EML |
|---|---|---|
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# HârnMaster COMBAT PROFILE

Character Name

## COMBAT STATS

| | |
|---|---|
| INITIATIVE | |
| ENDURANCE | |
| DEXTERITY | |
| AGILITY | |
| MOVE | |
| DODGE (AGL x 5) | |
| | |

| WEAPON | WGT | WQ | A/D | HM | B E P | AML | DML | NOTES |
|---|---|---|---|---|---|---|---|---|
| Unarmed | | | | | | | | |
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## INJURIES

| LOCATION | HR | ILs |
|---|---|---|
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| | | |
| | | |
| | | |
| Bloodloss | H6 | |

## LOAD (Items Worn/Carried)

| | |
|---|---|
| ARMOUR | |
| WEAPONS | |
| | |
| | |
| | |
| | |
| | |
| | |
| TOTAL WEIGHT | |

| ARMOUR/CLOTHING | MATERIAL | AQ | WT |
|---|---|---|---|
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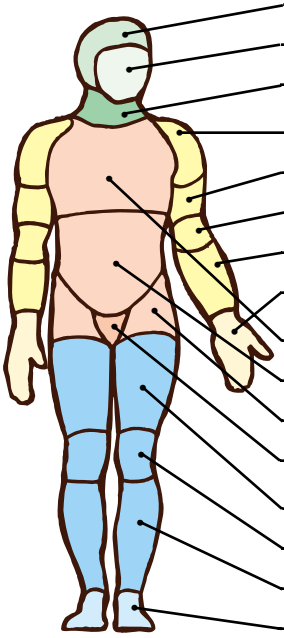
## PENALTIES

| | |
|---|---|
| A. Injury Levels | |
| B. Fatigue Levels | |
| UNIVERSAL (A+B) | |
| C. Encumbrance<br>ENC = LOAD/END | |
| PHYSICAL (A+B+C) | |

## SPECIAL PENALTIES

| | |
|---|---|
| | |
| | |
| | |
| | |
| TOTAL | |




| COMPOUND LAYERS | AQ | B | E | P | F |
|---|---|---|---|---|---|
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