

Traits

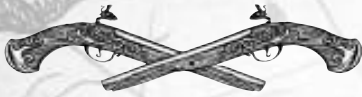
Brawn	○ ○ ○ ○ ○ ○ ○ ○
Finesse	○ ○ ○ ○ ○ ○ ○ ○
Wits	○ ○ ○ ○ ○ ○ ○ ○
Resolve	○ ○ ○ ○ ○ ○ ○ ○
Panache	○ ○ ○ ○ ○ ○ ○ ○

Defense Knacks

[illegible]

Wounds

Flesh Wounds	Dramatic Wounds
Wound Check:	Crippled: Knocked Out:



Martial Skills

[illegible][illegible][illegible][illegible][illegible][illegible]

Weapons

[illegible]

Special Abilities/Advantages

Action Dice

