

# TRUVANG CHRONICLES

NAME \_\_\_\_\_ AVAILABLE ADV. PTS \_\_\_\_\_  
 PLAYER \_\_\_\_\_ USED ADV. PTS \_\_\_\_\_  
 RACE \_\_\_\_\_ CULTURE & RELIGION \_\_\_\_\_

GENDER \_\_\_\_\_ WEAPON HAND \_\_\_\_\_  
 AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_  
 ARCHETYPE \_\_\_\_\_ MOTHER TONGUE \_\_\_\_\_



## AGILITY

	LVL	SV
<b>BATTLE MANEUVER (D)</b>		
Combat Movement		
Evade		
Ironclad		

	LVL	SV
<b>BODY CONTROL (D)</b>		
Ambidexterity		
Jesting		
Jump, Climb & Bal.		
Swim		

	LVL	SV
<b>HORSEMANSHIP (D)</b>		
Driving Wagon		
Riding		

## CARE

	LVL	SV
<b>HANDICRAFT (D)</b>		
Counterfeiting		
Hard Materials		
Soft Materials		

	LVL	SV
<b>HANDLER (D)</b>		
Commander		
Sage		

	LVL	SV
<b>HEALING &amp; DRUGS (D)</b>		
Extract & Potions		
First Aid & Nursing		

	LVL	SV
<b>TRADESMAN (D)</b>		
Barber		
Brewer		
Cooking		
Peasant		
Trader		

## ENTERTAINMENT

	LVL	SV
<b>GAMBLING (D)</b>		
Cheater		
Game Strategist		
Great Gambler		

	LVL	SV
<b>MUSIC &amp; DANCING (D)</b>		
Dance		
Singing & Playing		

	LVL	SV
<b>STORYTELLING (D)</b>		
Playwright		
Libel		

## FAITH

	LVL	SV
<b>DIVINE POWER (D)</b>		
Faithful		
Powerful		

	LVL	SV
<b>GOD FOCUS (D)</b>		
Composed		
Lightning-quick Inv.		
Potent		
Rigorous		

	LVL	SV
<b>INVOKE (D)</b>		
Bruid		
Gavlian		
Ihana		
Noaj		
Stormkelt		
Thuul Forging		

## FIGHTING

	LVL	SV
<b>ARMED FIGHTING (D)</b>		
Bows & Slings		
Crossbow		
1H Light Weapons		L R
1H Heavy Weapons		L R
Shield Bearer		
Throwing Weapons		L R
Two-Handed Weapons		

	LVL	SV
<b>BATTLE EXPERIENCE (D)</b>		
Armor Bearer		
Combat Actions		
Combat Reaction		
Crossbow Loader		
Fighter		

	LVL	SV
<b>UNARMED FIGHTING (D)</b>		
Brawling		
Wrestling		

	LVL	SV
<b>CHA</b>		
<b>CON</b>		
<b>DEX</b>		
<b>INT</b>		
<b>PER</b>		
<b>PSY</b>		
<b>STR</b>		
<b>RAUD</b>		

MOVEMENT \_\_\_\_\_  
 PERSISTENCE IN THE WILD \_\_\_\_\_

## KNOWLEDGE

	LVL	SV
<b>CULTURE KNOWL. (D)</b>		
Lore & Legends		
Customs & Law		
Religion		

	LVL	SV
<b>LANGUAGE (D)</b>		
Bribery		
Calculate		
Foreign Tongue		
Mother Tongue		
R & W		
Silver Tongue		

	LVL	SV
<b>LEARNING (D)</b>		
Insight		

	LVL	SV
<b>RACE KNOWLEDGE (D)</b>		
Monster Lore		
Spirit Lore		

	LVL	SV
<b>SHADOWING (D)</b>		
Camouflage & Hiding		
Finding & Spotting		
Sneak Attack		
Walking in Shadows		

	LVL	SV
<b>THIEVERY (D)</b>		
Disguise		
Locks & Traps		
Shadow World		
Stealing		
Thief Signs		

## SHADOW ARTS

	LVL	SV
<b>SHADOWING (D)</b>		
Camouflage & Hiding		
Finding & Spotting		
Sneak Attack		
Walking in Shadows		
<b>THIEVERY (D)</b>		
Disguise		
Locks & Traps		
Shadow World		
Stealing		
Thief Signs		

## VITNER CRAFT

	LVL	SV
<b>CALL OF VITNER (D)</b>		
Darkhwitalja		
Hwitalja		
Vaagritalja		
Vitner Habit		

	LVL	SV
<b>VITNER FOCUS (D)</b>		
Potency		
Safeweaving		
Strenuous		

	LVL	SV
<b>VITNER SHAPING (D)</b>		
Galding		
Sejding		
Vitner Runes		
Vyrding		

## WILDERNESS

	LVL	SV
<b>GEOGRAPHY (D)</b>		
City Kn.		
Land Kn.		
Sea Kn.		
Orienteering & Cartog.		

	LVL	SV
<b>HUNTING EXPERI. (D)</b>		
Carve & Butcher		
Hunting & Fishing		
Species H.		

	LVL	SV
<b>RACE KNOWLEDGE (D)</b>		
Tracker		
Wilderness Signs		

	LVL	SV
<b>NATURE KNOWL. (D)</b>		
Animal Friend		
Botany		
Weatherman		
Zoology		

	LVL	SV
<b>SEAFARER (D)</b>		
Navigation		
Seaman		

	LVL	SV
<b>SURVIVAL (D)</b>		
Camper		
Pathwalker		
Terrain E.		
Weathered		

# BASE INITIATIVE

MODIFIER

INIT.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# ARMOR/SHIELD

TYPE                      PV    BV    H    FM    IM

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# COMBAT POINTS

FREE



Attack & Parries \_\_\_\_\_  
 Combat Actions \_\_\_\_\_

UNARMED



Brawling \_\_\_\_\_  
 Wrestling \_\_\_\_\_

ARMED



Bows & Slings \_\_\_\_\_  
 Crossbow \_\_\_\_\_  
 1H Light Weapons    L    R  
 1H Heavy Weapons    L    R  
 Shield Bearer \_\_\_\_\_  
 Throwing Weapons    L    R  
 Two-Handed Weapons \_\_\_\_\_

## SAMPLES OF ATTACKS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



# WEAPONS



TYPE                      WA    IM    PV    BV    DAMAGE    SHORT RANGE    LONG RANGE    EXTRA

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



# BODY POINTS



BODY POINTS



NATURAL HEALING



LIGHT DAM. (±0)


INJURED (-1)


SERIOUSLY INJ. (-3)


CRITICALLY INJ. (-7)




# FEAR



FEAR MOD.



LEVEL 1 (±0)


LEVEL 2 (-1)


LEVEL 3 (-3)


LEVEL 4 (-5)


LEVEL 5 (-7)


# EQUIPMENT

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

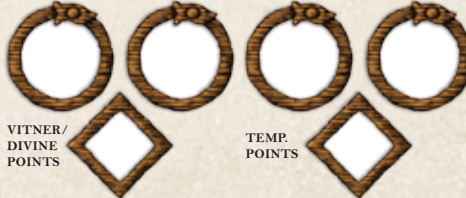
\_\_\_\_\_

\_\_\_\_\_

RICHES: \_\_\_\_\_

# FAITH/VITNER CRAFT

SKILL VALUE    GALDING    SEJDING    VYRDING



VITNER/  
DIVINE  
POINTS

TEMP  
POINTS

TABLETS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# BACKGROUND

APPEARANCE: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

PERSONALITY: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

HISTORY: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_