

TRUUVANG CHRONICLES

NAME _____ AVAILABLE ADV. PTS _____
 PLAYER _____ USED ADV. PTS _____
 RACE _____ CULTURE & RELIGION _____

GENDER _____ WEAPON HAND _____
 AGE _____ HEIGHT _____ WEIGHT _____
 ARCHETYPE _____ MOTHER TONGUE _____

AGILITY

BATTLE MANEUVER (D) _____
 Combat Movement _____
 Evade _____
 Ironclad _____

BODY CONTROL (D) _____
 Ambidexterity _____
 Jesting _____
 Jump, Climb & Bal. _____
 Swim _____

HORSEMANSHIP (D) _____
 Driving Wagon _____
 Riding _____

CARE

HANDICRAFT (D) _____
 Counterfeiting _____
 Hard Materials _____
 Soft Materials _____

HANDLER (D) _____
 Commander _____
 Sage _____

HEALING & DRUGS (D) _____
 Extract & Potions _____
 First Aid & Nursing _____

TRADESMAN (D) _____
 Barber _____
 Brewer _____
 Cooking _____
 Peasant _____
 Trader _____

ENTERTAINMENT

GAMBLING (D) _____
 Cheater _____
 Game Strategist _____
 Great Gambler _____

MUSIC & DANCING (D) _____
 Dance _____
 Singing & Playing _____

STORYTELLING (D) _____
 Playwright _____
 Libel _____

FAITH

DIVINE POWER (D) _____
 Faithful _____
 Powerful _____

GOD FOCUS (D) _____
 Composed _____
 Lightning-quick Inv. _____
 Potent _____
 Rigorous _____

INVOKE (D) _____
 Bruid _____
 Gavlian _____
 Ihana _____
 Noaj _____
 Stormkelt _____
 Thuul Forging _____

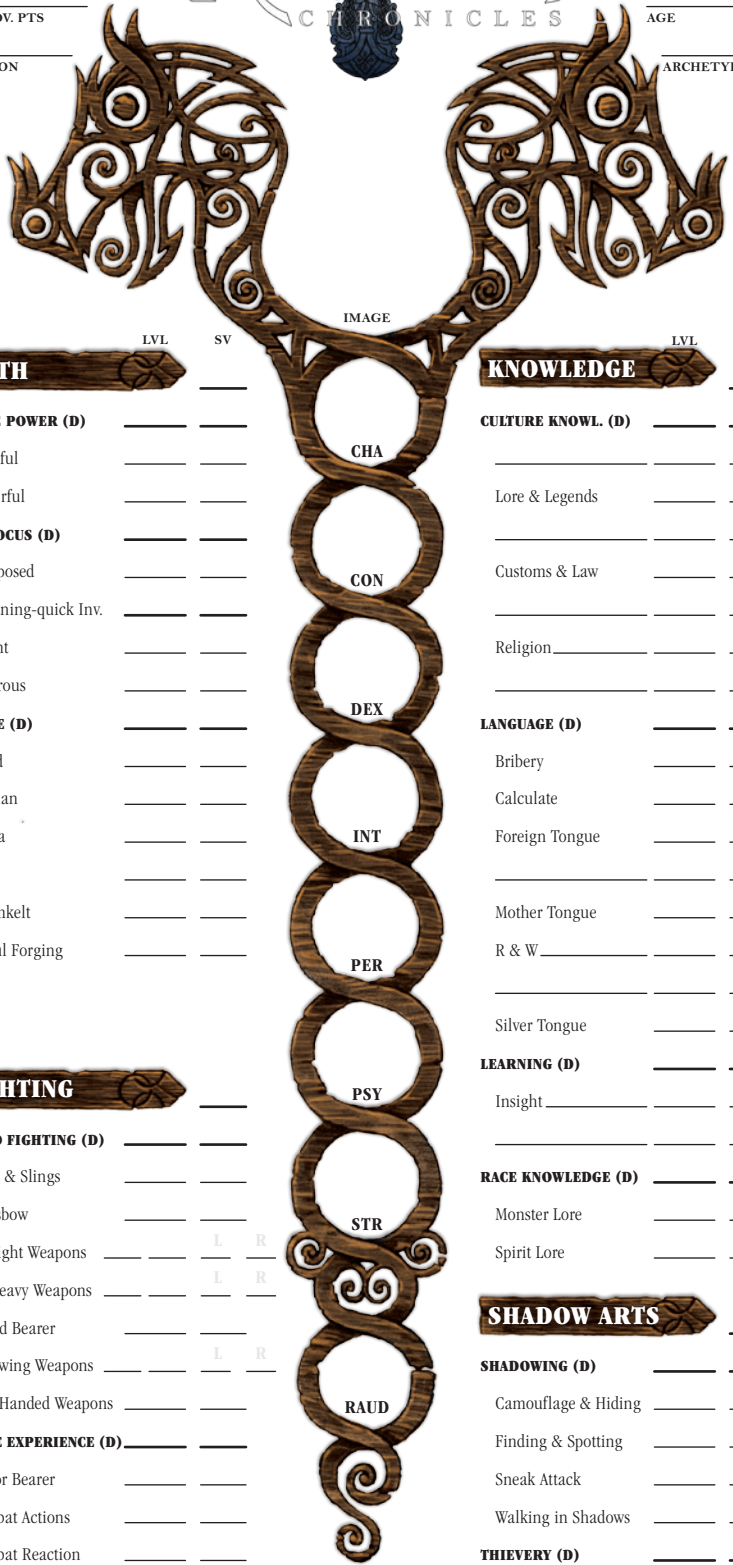
FIGHTING

ARMED FIGHTING (D) _____
 Bows & Slings _____
 Crossbow _____
 1H Light Weapons _____ L R
 1H Heavy Weapons _____ L R
 Shield Bearer _____

Throwing Weapons _____ L R
 Two-Handed Weapons _____

BATTLE EXPERIENCE (D) _____
 Armor Bearer _____
 Combat Actions _____
 Combat Reaction _____
 Crossbow Loader _____
 Fighter _____

UNARMED FIGHTING (D) _____
 Brawling _____
 Wrestling _____



IMAGE

CHA

CON

DEX

INT

PER

PSY

STR

RAUD

MOVEMENT

PERSISTENCE
IN THE WILD

VITNER CRAFT

CALL OF VITNER (D) _____
 Darkhwitalja _____
 Hwitalja _____
 Vaagritalja _____
 Vitner Habit _____

VITNER FOCUS (D) _____
 Potency _____
 Safeweaving _____
 Strenuous _____

VITNER SHAPING (D) _____
 Galding _____
 Sejding _____
 Vitner Runes _____
 Vyrding _____

WILDERNESS

GEOGRAPHY (D) _____
 City Kn. _____
 Land Kn. _____
 Sea Kn. _____
 Orienteering & Cartog. _____

HUNTING EXPERI. (D) _____
 Carve & Butcher _____
 Hunting & Fishing _____
 Species H. _____

Tracker _____
 Wilderness Signs _____

NATURE KNOWL. (D) _____
 Animal Friend _____
 Botany _____

Weatherman _____
 Zoology _____

SEAFARER (D) _____
 Navigation _____
 Seaman _____

SURVIVAL (D) _____
 Camper _____
 Pathwalker _____
 Terrain E. _____
 Weathered _____

KNOWLEDGE

CULTURE KNOWL. (D) _____
 Lore & Legends _____
 Customs & Law _____
 Religion _____

LANGUAGE (D)

Bribery _____
 Calculate _____
 Foreign Tongue _____

Mother Tongue _____
 R & W _____

Silver Tongue _____

LEARNING (D)

Insight _____

RACE KNOWLEDGE (D)

Monster Lore _____
 Spirit Lore _____

SHADOW ARTS

SHADOWING (D) _____
 Camouflage & Hiding _____
 Finding & Spotting _____
 Sneak Attack _____
 Walking in Shadows _____

THIEVERY (D) _____
 Disguise _____
 Locks & Traps _____
 Shadow World _____
 Stealing _____
 Thief Signs _____

BASE INITIATIVE

MODIFIER

INIT.

ARMOR/SHIELD

TYPE PV BV H MM 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)

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

INJURED (-1)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SERIOUSLY INJ. (-3)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CRITICALLY INJ. (-7)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



FEAR



FEAR MOD.



LEVEL 1 (±0)

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

LEVEL 2 (-1)

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LEVEL 3 (-3)

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LEVEL 4 (-5)

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LEVEL 5 (-7)

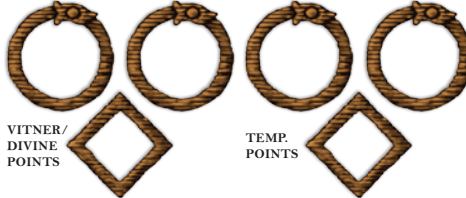
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

EQUIPMENT

RICHES: _____

FAITH/VITNER CRAFT

SKILL VALUE GALDING SEJDING VYRDING



VITNER/DIVINE POINTS

TEMP POINTS

TABLETS: _____

BACKGROUND

APPEARANCE: _____

PERSONALITY: _____

HISTORY: _____
