

PLAYER NAME

CHARACTER NAME

CLASS

DURANCE

SKILLS

- Compel
- Deceive
- Fight
- Fix
- Investigate
- Pursue
- Resist
- Sneak
- Steal

DOMAINS

- Academia
- Crime
- Commerce
- High Society
- Low Society
- Occult
- Order
- Religion
- Technology

KNACKS

EQUIPMENT

REFRESH

ABILITIES

BONDS

FALLOUT

FREE SLOTS

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RESISTANCES

- Blood
- Mind
- Silver
- Shadow
- Reputation
- Armour

CURRENT STRESS

TOTAL STRESS: