


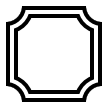
Name \_\_\_\_\_ Skin \_\_\_\_\_ Level  XP \_\_\_\_\_

Player \_\_\_\_\_ Heritage / Background \_\_\_\_\_ XP needed for next level \_\_\_\_\_

*dice*

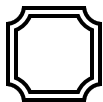
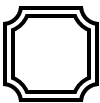
*score*

*Portrait*



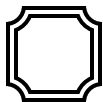
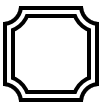
**CHA**

leadership,  
glamour, magnetism



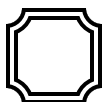
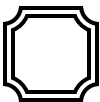
**CON**

health,  
endurance



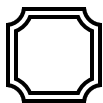
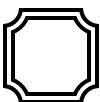
**DEX**

grace, skill,  
marksmanship



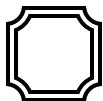
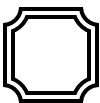
**INT**

languages,  
arcane lore



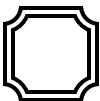
**LCK**

fortune's  
favor



**STR**

muscle, haul  
capacity, stamina



**Fighting  
dice**

- brutal*
- graceful*

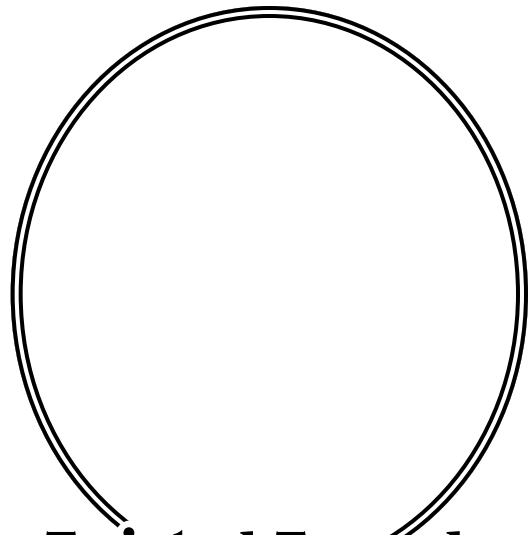
*current*



**Haul**

Carry  $\leq$  STR  
score

*max*



# Twisted Tunnels

Weapons

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Armor

- slow/clumsy*
- normal*
- fast/nimble*

Languages

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Minions

*MR*

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Heir/ess

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Date & Site of Demise

Gear, Spells, & Notes #

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Coins

