# Character

## Appearance
- **General**
- **Mannerisms**
- **Clothing**

## Abilities
<table>
<thead>
<tr>
<th>Ability</th>
<th>Rating</th>
<th>Pool</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack</td>
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<tr>
<td>Defense</td>
<td></td>
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<tr>
<td>Health</td>
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<tr>
<td>Magic</td>
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<tr>
<td>Pedantry</td>
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<tr>
<td>Craftship</td>
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</tbody>
</table>

## Special Abilities
- Appraisal
- Athletics
- Concealment
- Driving
- Engineering
- Etiquette
- Gambling
- Imposture
- Living Rough
- Perception
- Physician
- Quick Fingers
- Riding
- Scuttlebutt
- Seamanship
- Seduction
- Stealth
- Stewardship
- Tracking
- Wherewithal
- Wealth

## Ordinary Possessions

## Resistances
<table>
<thead>
<tr>
<th>Resistance</th>
<th>Rating</th>
<th>Pool</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arrogance</td>
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<tr>
<td>Indolence</td>
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<td>Ararice</td>
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<td>Rakishness</td>
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<td>G'mandism</td>
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<tr>
<td>P'foggery</td>
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</tbody>
</table>

## Weapons
- **Melee**
- **Missile**

## Spells/Cantrips

## Tweaks

## Unscent Improvement Pts

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