

NAME	CULTURAL ORIGIN	PREVIOUS EXPERIENCE
Outsider <input type="checkbox"/>	Slave <input type="checkbox"/>	Peasant <input type="checkbox"/>
	Scribe <input type="checkbox"/>	Noble <input type="checkbox"/>
		City-dweller <input type="checkbox"/>

2-6	2-6	1	1	2D+10
MIGHT	FATE	CRAFT	LEARN	HITS

FRAVASHI	CULT
	Initiate <input type="checkbox"/>
	Priest <input type="checkbox"/>

RITUALS	POWERS

COMBAT			
Weaponry	H-T-H	Ranged	HITS Lost
	<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"/>	
Armour	Value		Critical Wounds
	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	
	<input type="checkbox"/>	<input type="checkbox"/>	
Total		<input type="checkbox"/>	

EXPERIENCE POINTS			
Increase Attribute	1		
Increase HITS	1		
Learn a new Skill	3		
Learn a new Ritual	2		
Learn a new Power	2		
		Current	Spent

## ZENOBIA CHARACTER RECORD

LANGUAGES	B	F
Aramaic	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>

SKILLS AND ABILITIES

COINS		
Aureus	Denarii	Dupondii
25 = 1 au		8 = 1 de

EQUIPMENT AND TREASURES
Normal    Maximum
LOAD CAPACITY <input style="width: 50px;" type="checkbox"/> <input style="width: 50px;" type="checkbox"/>