	RANK	MOD	Throw	Base Strike	Life Po	ool
MIG			In	itiative		
HEA			Move	Actions		
HEC					MAXIMUM CU Soul Po	
QCK			Des	tiny Pool		
ITL			\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Vealth		
JDG			CURREN			JRRENT
ALR					lorality │	
LCK			-5 -4 EVIL	-3 -2 -1	0 1 2	3 4 5 GOOD
Incursior	Event /	Notes:				G00b
Incursior				Ch	aracter Traits	
Incursion	Backgro		(Rolled)	Ch	naracter Traits	
Incursion		ounds	(Rolled)	Ch	naracter Traits	
Incursion		ounds		Ch	naracter Traits	(Rolled)
Incursion		ounds		Ch	naracter Traits	(Rolled)
Incursion		ounds		Ch	naracter Traits	(Rolled)
Incursion		ounds		Ch	naracter Traits	(Rolled)
Incursion		ounds		Ch	naracter Traits	(Rolled)
Incursion		ounds		Ch	naracter Traits	(Rolled)
Incursion		ounds		Ch	naracter Traits	(Rolled)

Character	name			Gender	Height	vveignt A	ge		
MIG HEA HEC QCK ITL JDG ALR LCK	RANK	MOD	Move	Action Stiny Pool	ns		5		
Backgrounds				Character Traits					
			(Rolled)			(Rol			
		(	Optional)			(Optio	<u>nal)</u>		

HIDDEN WORLDS: INCURSION CHARACTER RECORD

Rank BA	SE (ATT) Core: Proficiency	Rank BASE		SE (ATT) Con					Ra	nk BA
Faith (JDG)	(ATT) Core Skill: Proficiency		Faith (JDG)	( <u>ATT</u>	) Core	Skill: P	roficie	ncy		
Combat (HEC)	_ ()		Combat (HEC)	_ (	)					
Knowledge (ITL)	_ ()		Knowledge (ITL)	_ (	)					
Medical (ITL)	_ ()		Medical (ITL)	_ (	)					
Survival (JDG)			Survival (JDG)		)					
Social (ALR)	_ ()		Social (ALR)		)					
Culture (JDG)	1		Culture (JDG)		)					
Languages (ITL)			Languages (ITL)		)					
Subterfuge (HEC)	_ ()		Subterfuge (HEC)	_ (	)					
Science (ITL)			Science (ITL)		)					
Computer (ITL)			Computer (ITL)		)					
Technical (HEC)			Technical (HEC)		)					
Drive (HEC)			Drive (HEC)		)					
Watercraft (HEC)			Watercraft (HEC)		)					
Aircraft (HEC)			Aircraft (HEC)		)					
WOUND TRACKER			WOUND TRACKER	_ 	)					
	()			(	)					
Wound Modifiers:			Wound Modifiers:	(	)					
	-(			- ;	)					
	- ( )			- ;	)					
				<u> </u>	)					
				_ (	)					
	- ( )			_ (	<u></u>					
	- ( ´ ´ )			-li`	<u></u>					
	-  <u>(</u>		11 1500 ( 0)3	-li`	<u> </u>					
Head [20 (x2)]	( )		Head [20 (x2)]		<u> </u>					
Status:	-  <del>```</del>		Status:	-  <del>`</del>	<u> </u>					
Right Arm [18-19]	SKILL MODIFIERS (from Backgrounds, Traits, and othe	r in-game effects)	Right Arm [18-19]	SKILL	MODIFIERS	(from Back	grounds, Tra	aits, and oth	er in-game	effects)
Status:	_		Status:	_						
Left Arm [16-17]			Left Arm [16-17]							
Status:			Status:							
	_			_						
Upper Torso [10-15]			Upper Torso [10-15]							
Status:	_		Status:	-						
Lower Torso [7-9]			Lower Torso [7-9]							
Status:			Status:	_						
Left Leg [4-6]			Left Leg [4-6]	_						
Status:			Status:							
	_			_						
Right Leg [1-3]			Right Leg [1-3]							
Status:			Status:							
Life Pool Soul Pool MIG	HEA HEC QCK ITL JDG	ALR LCK	Life Pool Soul Pool MIG	HEA	HEC	QCK	ITL	JDG	ALR	LCK
Max Current Max Current		<b>J</b>	Max Current Max Current							

LCK

Rank BASE