

A CHALLENGER APPEARS:

Empty box for challenger name

SOCIAL CLASS [] ATTRIBUTES [] PROFICIENCIES []

ATTRIBUTES

REMAINING []

Attributes list: AGILITY (A), BRAWN (B), CUNNING (C), WILL (W), GRIT (G), REFLEX (R), SPEED (S)

ARMAMENT

Tables for RANGED WEAPONS and MELEE WEAPONS with columns for DR, RANGE, RLD, LOAD, NOTES, REQ

ARMOR REQ AP

Armor table with columns for armor type, requirements, and AP

TOTAL ENC

PROFICIENCIES

REMAINING []

Form for CURRENT CP of [] and BTN []

Proficiency table with columns for PROFICIENCY, RANK, CP

WOUNDS

Wounds table with columns for LOCATION, TYPE/LEVEL, TN

CURRENT DISTANCE [1-6] [1-6] [1-6]

WINS [] LOSSES [] TIES [] with decorative elements

FECHTCLUB RULES & MODIFICATIONS

- Characters are created using 10 priority points... T5: Greater Noble... T4: Lesser Noble... T3: High Freeman... T2: Low Freeman... T1: Slave/Serf...

ARMOR COVERAGE

Human silhouette with armor coverage markers for CROWN, FACE, NECK, U. ARM, F. ARM, HAND, THIGH, SHIN, FOOT

Circular diagrams for HEAD, CHEST, ARMS, BELLY, THIGH, SHIN showing coverage points

