



# CARGO

SACK 1	SACK 2	SACK 3
(€ )	(€ )	(€ )
1 _____	1 _____	1 _____
2 _____	2 _____	2 _____
3 _____	3 _____	3 _____
4 _____	4 _____	4 _____
5 _____	5 _____	5 _____
6 _____	6 _____	6 _____
7 _____	7 _____	7 _____
8 _____	8 _____	8 _____
9 _____	9 _____	9 _____
10 _____	10 _____	10 _____
SACK 4	SACK 5	SACK 6
(€ )	(€ )	(€ )
1 _____	1 _____	1 _____
2 _____	2 _____	2 _____
3 _____	3 _____	3 _____
4 _____	4 _____	4 _____
5 _____	5 _____	5 _____
6 _____	6 _____	6 _____
7 _____	7 _____	7 _____
8 _____	8 _____	8 _____
9 _____	9 _____	9 _____
10 _____	10 _____	10 _____

# ROUTES

RUN NAME	AGENT (FEE)	QUIRK		
LOCATION A / GOODS A	ETA	LOCATION B / GOODS B	INVESTMENT	RISK
LOCATION C / GOODS C	ETA	LOCATION D / GOODS D	INVESTMENT	RISK
LOCATION W / GOODS X	ETA	LOCATION Y / GOODS Z	INVESTMENT	RISK
LOCATION W / GOODS X	ETA	LOCATION Y / GOODS Z	INVESTMENT	RISK

# HERO OF THE UVG

PORTRAIT

NAME

FRIENDS \_\_\_\_\_

ENEMIES \_\_\_\_\_

LIKES \_\_\_\_\_

SPECIES \_\_\_\_\_

LOOKS \_\_\_\_\_

DEBT \_\_\_\_\_

LEVEL	
DEFENSE	
SAVE	
HERO DICE	

13<

skilled (+3)	expert (+6)	master (+9)
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BONUS

STRENGTH	ENDURANCE	AGILITY
CHARISMA	AURA	THOUGHT

ABILITIES

MELEE $(d20+str+skill)$	RANGED $(d20+agi+skill)$
PSYCHEMAGIC $(d20+cha+skill)$	OLDTECH $(d20+tho+skill)$

ATTACKS

TRAITS  $(7+Thought)$

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_
- 6 \_\_\_\_\_
- 7 \_\_\_\_\_
- +1 \_\_\_\_\_
- +2 \_\_\_\_\_
- +3 \_\_\_\_\_
- +4 \_\_\_\_\_
- +5 \_\_\_\_\_

ITEMS  $(7+Strength)$

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_
- 6 \_\_\_\_\_
- 7 \_\_\_\_\_
- +1 \_\_\_\_\_
- +2 \_\_\_\_\_
- +3 \_\_\_\_\_
- +4 \_\_\_\_\_
- +5 \_\_\_\_\_

BURDENS  $penalty\ to\ all\ rolls$

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_
- 6 \_\_\_\_\_
- 7 \_\_\_\_\_
- 8 \_\_\_\_\_
- 9 \_\_\_\_\_
- 10 \_\_\_\_\_
- 11 \_\_\_\_\_
- 12 \_\_\_\_\_
- 13 \_\_\_\_\_
- 14 \_\_\_\_\_
- 15 \_\_\_\_\_
- 16 \_\_\_\_\_
- 17 \_\_\_\_\_
- 18 \_\_\_\_\_
- 19 \_\_\_\_\_
- 20 \_\_\_\_\_

PET

PORTRAIT

LEVEL	
DEFENSE	
BONUS	

EXPERIENCE	
LIFE	
DAMAGE	

TRAITS
1 _____
2 _____
3 _____
4 _____
5 _____

CASH

€2,500 = 100 soaps = 10 stones = 1 sack