

# Passages



# Personae

<b>WAY</b>	<b>COURSE</b>	<b>PATH</b>
<input type="text"/>	<input type="text"/>	<input type="text"/>

<b>ORIGIN/HOME</b>	<b>QUEST/DESTINATION</b>
<input type="text"/>	<input type="text"/>

**SKILLS IN DEVELOPMENT**

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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<b>ARMOR AND WARDS</b>	<b>WEAPONS AND ASSETS</b>	
<b>SELF-DEFENSE</b> <input type="text"/>	<b>BASIC MELEE</b> <input type="text"/>	<b>BASIC RANGE</b> <input type="text"/>

<b>GRACE</b> <input type="text"/>	<b>BRILLIANCE</b> <input type="text"/>	<b>PRESENCE</b> <input type="text"/>	<b>RESISTANCE</b> <input type="text"/>	<b>PERSISTANCE</b> <input type="text"/>	<b>APPEARANCE</b> <input type="text"/>
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**GEAR AND RESOURCES**

**WOUNDS - INJURIES**

**FATIGUE - EXHAUSTION**