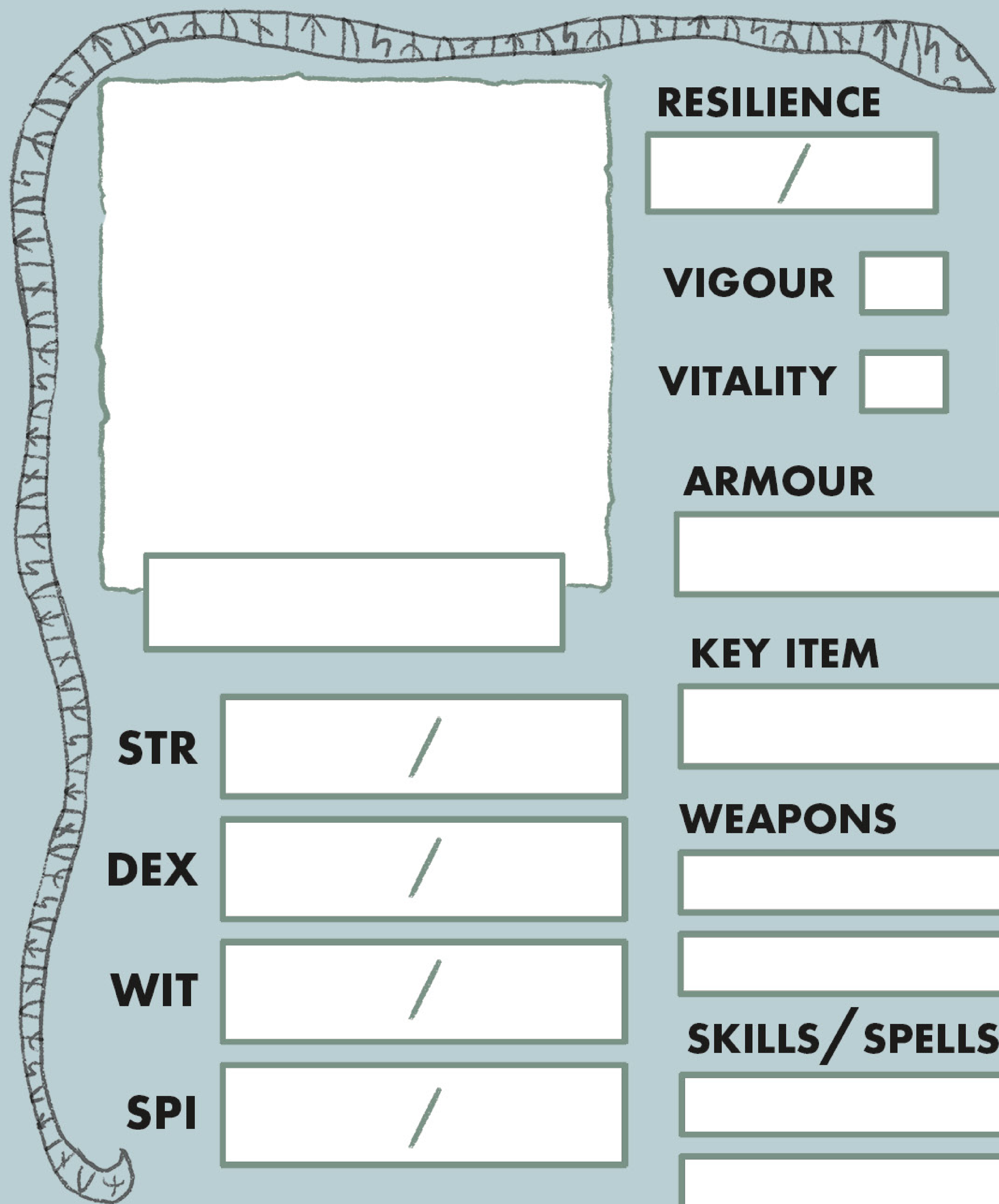


RUNECAIRN

↑ D + ↑ D H



Large empty rectangular box for notes or character information.

Small empty rectangular box.

RESILIENCE

Box with a diagonal slash, representing a value or ratio.

SPEED

Small empty square box.

DEF

Small empty square box.

VIGOUR

Small empty square box.

SHIELD

Long horizontal empty box.

VITALITY

Small empty square box.



ARMOUR

Long horizontal empty box.

KEY ITEM

Long horizontal empty box.

STR

Box with a diagonal slash.

DEX

Box with a diagonal slash.

WIT

Box with a diagonal slash.

SPI

Box with a diagonal slash.

WEAPONS

Horizontal empty box.

Horizontal empty box.

SKILLS/ SPELLS

Horizontal empty box.

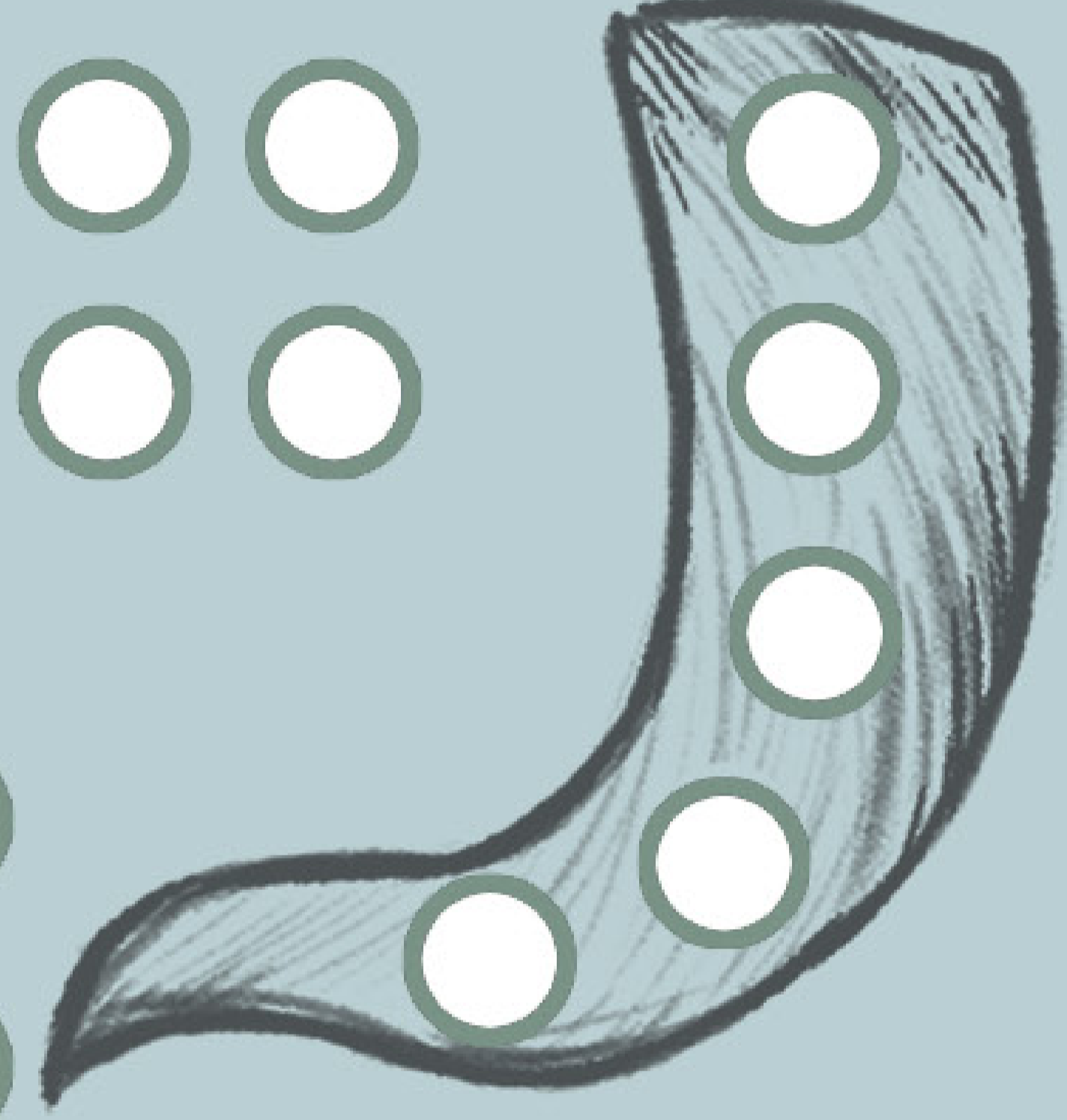
Horizontal empty box.

Horizontal empty box.

Horizontal empty box.

Horizontal empty box.

MEAD



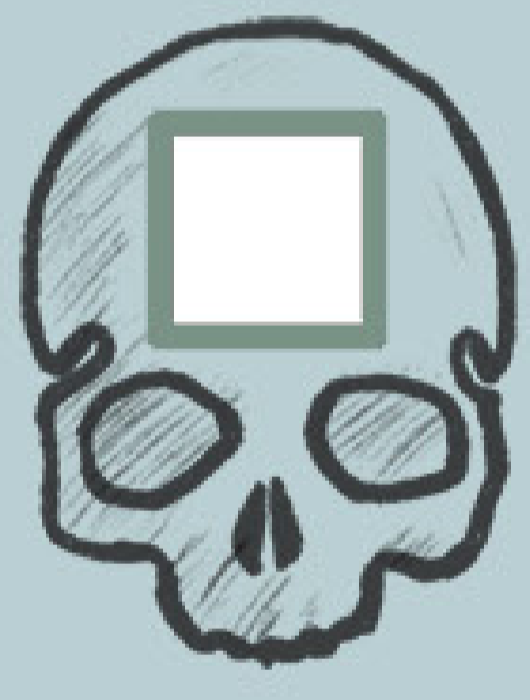
SOULS

Horizontal empty box.

NOTES

Large, vertically oriented rectangular box with a torn edge, for notes.

CURSED
 DEPRIVED
 POISONED



FATIGUE \$\$\$

Two rows of five circles each, representing fatigue levels.

Box with a diagonal slash.

INVENTORY

Horizontal empty box.

Horizontal empty box.

Horizontal empty box.

Horizontal empty box.

Horizontal empty box.

Horizontal empty box.

Horizontal empty box.

Horizontal empty box.

Two columns of circles, representing slots or status indicators.

○ SLOT ↻ REACTION \$\$\$ CAUSES FATIGUE