

Name: _____ Race/Species: _____ Movement: _____ Skill Points:

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The Natural Those attributes which define your potential and the qualities that determine your present use thereof.

	Attributes	Qualities	
Strength	<i>Str</i>	Brawn	Your raw physical strength and the exercise thereof
Agility	<i>Agi</i>	Reflex	Your ability to move quickly and adapt
Intelligence	<i>Int</i>	Prudence	Your skill and influence with the world around you
Virtue	<i>Vir</i>	Steadfast	Your will; your ability to combat corruption
Vigor	<i>Vig</i>	Fortitude	Your vitality; the sum of your ability to resist physical drains

Health
(*Str+Vig+Qual*)

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Stamina
(*Agi+Vig*)

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Faith
(*Int+Vir*)

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Skills, Knowledge and Talents Everyone possesses certain talents, some that come natural and others learned.

General Skills

Acrobatics	<i>Agi</i>	Intimidation	<i>Str</i>	Perception	<i>Int</i>
Appraise	<i>Int</i>	Intuition	<i>Vir</i>	Riding	<i>Agi</i>
Climbing	<i>Agi</i>	Investigation	<i>Int</i>	Rope	<i>Str</i>
Diplomacy	<i>Int</i>	Local Knowledge	<i>Int</i>	Stealth	<i>Agi</i>
First Aid	<i>Int</i>	Navigation	<i>Agi</i>	Survival	<i>Vig</i>
Hunting	<i>Vig</i>	Obfuscation	<i>Int</i>	Swimming	<i>Vig</i>

Novice	1 - 4	Journeyman	5 - 10	Expert	11 - 15	Master	16 - 18	Grand Master	19 - 20
	2d6		2d8		2d10		2d12		3d10

If a skill is untrained, you may still attempt a check by rolling 1d6.

Offense

Weapon:		
Weapon:		
Weapon:		
Form:		
Form:		

Defense

Combat Defense	<i>Vig</i>	
Armor / Mitigation		

Resistances

Weaknesses

Custom Skills

Skill	CA	SL

Skill	CA	SL

Description

