Untitled
a roleplaying game for everyone

Name: _____ **Race/Species:** _____ **Movement:** ____ **Skill Points:** [   ]

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

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

Health *(Str+Vig+Qual)* [   ]   **Stamina** *(Agi+Vig)* [   ]   **Faith** *(Int+Vir)* [   ]

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

General Skills

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

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		*Vig*	

Armor / Mitigation		

Resistances

Weaknesses

Custom Skills

Skill	CA	SL	Skill	CA	SL

Description

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Flourishes

Skill Level Cost Table

Level	Cost	Spent
1	1	1
2	1	2
3	1	3
4	1	4
5	2	6
6	2	8
7	2	10
8	2	12
9	2	14
10	2	16
11	3	19
12	3	22
13	3	25
14	3	28
15	3	31
16	4	35
17	4	39
18	4	43
19	5	48
20	5	53
21	6	59
22	6	65
23	6	71
24	6	77

Notes