

Character: _____ Race: _____ Movement: _____ Skill Points:

Gender _____ Age _____ Height _____ Weight _____ Eyes _____ Hair _____

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*)

Stamina
(*Agi+Vig*)

Faith
(*Int+Vir*)

Phobias: _____ Languages: _____

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 Skills				Defense Skills			
Name	CA	SL	Roll	Name	CA	SL	Roll

Constructor, Companion and Custom Skills								
Skill	CA	SL	Skill	CA	SL	Skill	CA	SL

Equipment Weapons, gear and trinkets all the same: what do you have?

Inventory			
Name	Qty.	Name	Qty.

Bank

Gold	Silver	Copper
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