

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	<input type="text"/>	<i>Str</i>	Brawn	Your raw physical strength and the exercise thereof
Agility	<input type="text"/>	<i>Agi</i>	Reflex	Your ability to move quickly and adapt
Intelligence	<input type="text"/>	<i>Int</i>	Prudence	Your skill and influence with the world around you
Virtue	<input type="text"/>	<i>Vir</i>	Steadfast	Your will; your ability to combat corruption
Vigor	<input type="text"/>	<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>	<input type="text"/>	Intimidation	<i>Str</i>	<input type="text"/>	Perception	<i>Int</i>	<input type="text"/>	
Appraise	<i>Int</i>	<input type="text"/>	Intuition	<i>Vir</i>	<input type="text"/>	Riding	<i>Agi</i>	<input type="text"/>	
Climbing	<i>Agi</i>	<input type="text"/>	Investigation	<i>Int</i>	<input type="text"/>	Rope	<i>Str</i>	<input type="text"/>	
Diplomacy	<i>Int</i>	<input type="text"/>	Local Knowledge	<i>Int</i>	<input type="text"/>	Stealth	<i>Agi</i>	<input type="text"/>	
First Aid	<i>Int</i>	<input type="text"/>	Navigation	<i>Agi</i>	<input type="text"/>	Survival	<i>Vig</i>	<input type="text"/>	
Hunting	<i>Vig</i>	<input type="text"/>	Obfuscation	<i>Int</i>	<input type="text"/>	Swimming	<i>Vig</i>	<input type="text"/>	

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

