Guildsmen

CHARACTER

Name: _____

Race: _____

Demeanor: _____

Physique: _____

STATS

	-1	+0	+1	+2	+3
Tough	●	○	○	○	○
Nimble	●	○	○	○	○
Competence	●	○	○	○	○
Constitution	●	○	○	○	○

HARM

○ ○ ○ ○ ○

Dying

○ ○ ○

EXPERIENCE

○ ○ ○ ○

Points:

LUCK

-3	-2	-1	+1	+2	+3
●	○	○	○	○	○

WEALTH

● Destitute
○ Poor
○ Moderate
○ Wealthy
○ Exquisite

MAGIC ADDICTION

Uses Available [ ]   Level

0 1 2 3 4 5 6 7 8

○ ○ ○ ○ ○ ○ ○ ○

Need   ▲ Start

SKILLS

Craft
Primary (+2): _____ Secondary (+1): _____

-1	+0	+1	+2	+3
●	○	○	○	○

Medic
Primary (+2): _____ Secondary (+1): _____

-1	+0	+1	+2	+3
●	○	○	○	○

Invent
Primary (+2): _____ Secondary (+1): _____

-1	+0	+1	+2	+3
●	○	○	○	○

Nature
Primary (+2): _____ Secondary (+1): _____

-1	+0	+1	+2	+3
●	○	○	○	○

Investigate
Primary (+2): _____ Secondary (+1): _____

-1	+0	+1	+2	+3
●	○	○	○	○

Performance
Primary (+2): _____ Secondary (+1): _____

-1	+0	+1	+2	+3
●	○	○	○	○

Lead
Primary (+2): _____ Secondary (+1): _____

-1	+0	+1	+2	+3
●	○	○	○	○

Social
Primary (+2): _____ Secondary (+1): _____

-1	+0	+1	+2	+3
●	○	○	○	○

Magic
Primary (+2): _____ Secondary (+1): _____

-1	+0	+1	+2	+3
●	○	○	○	○

Sneaky
Primary (+2): _____ Secondary (+1): _____

-1	+0	+1	+2	+3
●	○	○	○	○

Throwdown
Primary (+2): _____ Secondary (+1): _____

-1	+0	+1	+2	+3
●	○	○	○	○

GEAR

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GOALS & MOTIVES

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PERSONAL MORALS

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FLAWS & WEAKNESSES

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IMPORTANT CONNECTIONS

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