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

●○○○○

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

●○○○○

Leadership

Primary (+2): | Secondary (+1):

-1 +0 +1 +2 +3

●○○○○

Social

Primary (+2): | Secondary (+1):

-1 +0 +1 +2 +3

●○○○○

Medic

Primary (+2): | Secondary (+1):

-1 +0 +1 +2 +3

●○○○○

Sneaky

Primary (+2): | Secondary (+1):

-1 +0 +1 +2 +3

●○○○○

Myth

Primary (+2): | Secondary (+1):

-1 +0 +1 +2 +3

●○○○○

Tech

Primary (+2): | Secondary (+1):

-1 +0 +1 +2 +3

●○○○○

Throwdown

Primary (+2): | Secondary (+1):

-1 +0 +1 +2 +3

●○○○○

GEAR

GOALS & MOTIVES

PERSONAL MORALS

FLAWS & WEAKNESSES

IMPORTANT CONNECTIONS