

Player name:  Character name:  Age:

Species:  Gender:  Height:  Weight:

Appearance:

Might:  Cunning:  Wit:  Resolve:  Heroism:

Athletics (M)	<input type="checkbox"/>	Mechanical (W)	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>
Awareness (W)	<input type="checkbox"/>	Perform (R)	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>
Deceive (C)	<input type="checkbox"/>	Persuade (R)	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>
Disguise (C)	<input type="checkbox"/>	Slight of hand (C)	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>
Insight (C)	<input type="checkbox"/>	Stealth (C)	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>
Leadership (R)	<input type="checkbox"/>	Survival (C)	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>

Active powers	Passive powers
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Attack/Weapon	Aim	Power	Special
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Proficiencies:

Armour	Toughness	Special
<input type="text"/>	<input type="text"/>	<input type="text"/>
Endurance: <input type="text"/> / <input type="text"/>	Wounds: <input type="text"/>	
Deflect: <input type="text"/>		

Experience:

Currency:

### Inventory

Background:

Goals:

Flaws:

Ideals:

### Notes