

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

| Active powers | Passive powers |
|---------------|----------------|
| | |
| | |
| | |

| Attack/Weapon | Aim | Power | Special |
|---------------|-----|-------|---------|
| | | | |
| | | | |
| | | | |

Proficiencies:

| Armour | Toughness | Special | |
|------------|-----------|---------|--|
| | | | |
| Endurance: | | / | |
| Deflect: | | Wounds: | |

Experience:

Gold:

Silver:

Copper:

Inventory

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| |
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Background:

Goals:

Flaws:

Ideals:

Notes

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