

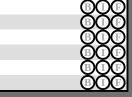
Character Sheet			
Player:	Name:		
Race:	Gender:	Age:	
Subrace:	Size:	Speed:	

Attributes					
O Agility	O Power	O Constitution	Erudition	O Persona	Sagacity
Rank:	Rank:	Rank:	Rank:	Rank:	Rank:
ExP:	ExP:	ExP:	ExP:	ExP:	ExP:

ExP:	ExP:	ExP:		ExP:	ExP:	ExP:	
Ski	lle	ExP	Rank	Ski	lla	ExP	Rank
Acrobatics (AGI)	IIS	EXP	Rallk	Range Combat (AG		EXP	Ralik
Appraise (SAG)				Bows	I/FOW)		
Arts & Performance	(DEB)			Crossbows &	& Firearms		
Acting	(I LIC)			Javelins & S			
Dancing				Slings	peurs		
Drawing & I	Paintina			Thrown			
Music & Sing	_			Reflex (AGI)			
Oratory & P	5 5			Resist Cold (CON)			
Athleticism (POW)	oca y			Resist Fatigue (COI	N)		
Climbing				Resist Heat (CON)	,		
Jumping				Resist Hunger (COI	V)		
Lifting & Pu	shina			Resist Pain (CON)	,		
Running	J9			Resist Poison (CON	1)		
Swimming				Resist Shock (CON			
Charm & Persuasion	(PER)			Ridding (AGI)	,		
Confidence & Ego (	` /			Science (ERU)			
Cooking (SAG)	, = = = = = = = = = = = = = = = = = = =			Alchemy & (	Chemistry		
Crafting (SAG)				Botany			
Metalworkin	na –			Engineering	& Physics		
Scribing	3			Medicine	J		
Stonecutting				Zoology			
Tailoring				Seamanship (SAG)			
Woodworkin	a			Shamanism (SAG)			
Deduction & Logic				Ancestors			
Detect Motive (SAC				Beasts			
Elementalism (ERU				Lakes & Riv	ers		
Aether	,			Mountains &	& Rocks		
Air				Plants & Tre	ees		
Earth				Sleight of Hand (AC	GI)		
Fire				Sorcery (PER)			
Water				Abyssal			
Insult & Intimidation	(PER)			Blood			
Knowledge (ERU)				Chaos			
Geography				Death			
Heraldry & 1	Nobility			The Unknow	n		
History				Stealth (AGI)			
Linguistic				Survival (SAG)			
Religions				First-Aid			
Laws & Legal System	is (ERU/PER/SAG)			Foraging &	Hunting		
Luck (PER)				Navigation			
Mechanics (SAG)				Sheltering			
Melee Combat (AGI	I/POW)			Tracking			
1-Handed Sv	words			Taming & Training	(PER)		
2-Handed Sv	words			Torture (PER/SAG)			
Axes & Mace	es			Witchcraft (ERU/SA	AG)		
Brawling				Balms & Po	tions		
Polearms				Curios			
Mysticism (PER/SA	ıG)			Fumes & Ph	nials		
Bless & Curs	se			Staffs & War	nds		
Cure & Heal	1			Third Eye			
Divination				Wizardry (ERU)			
Necromancy				Abjuration			
Retribution				Conjuration			
Natural Healing (CC				Enchantmen	nt		
Perception & Vigilanc	ce (SAG)			Evocation			
				Illusion			

Backrground
Place of Origin:
Life Events:
Occupations:
Reason to Adventure:
Motivation:
Religion:
Traits

Languages	



VIII	.ues
Coward <b>B</b> i	rave Rash
	)O-O-O
Meek <b>Dig</b>	nified Vain
0-0-0	<b>XX</b> - <b>O</b> - <b>O</b>
Surly <b>Fri</b>	endly Fawning
	)O-O-O
Stingy Gen	nerous Lavish
	0-0-0
Debauched <b>Tem</b>	<b>pered</b> Insensitive
	<del>0-0-0</del>

