



Winter Dawn

Character Sheet

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

Attributes

<input type="radio"/> Agility	<input type="radio"/> Power	<input type="radio"/> Constitution	<input type="radio"/> Erudition	<input type="radio"/> Persona	<input type="radio"/> Sagacity
Rank:	Rank:	Rank:	Rank:	Rank:	Rank:
Exp:	Exp:	Exp:	Exp:	Exp:	Exp:

Background

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

Skills

Skills	ExP	Rank	Skills	ExP	Rank
Acrobatics (AGI)			Range Combat (AGI/POW)		
Appraise (SAG)			Bows		
Arts & Performance (PER)			Crossbows & Firearms		
Acting			Javelins & Spears		
Dancing			Slings		
Drawing & Painting			Thrown		
Music & Singing			Reflex (AGI)		
Oratory & Poetry			Resist Cold (CON)		
Athleticism (POW)			Resist Fatigue (CON)		
Climbing			Resist Heat (CON)		
Jumping			Resist Hunger (CON)		
Lifting & Pushing			Resist Pain (CON)		
Running			Resist Poison (CON)		
Swimming			Resist Shock (CON)		
Charm & Persuasion (PER)			Ridding (AGI)		
Confidence & Ego (PER/SAG)			Science (ERU)		
Cooking (SAG)			Alchemy & Chemistry		
Crafting (SAG)			Botany		
Metalworking			Engineering & Physics		
Scribing			Medicine		
Stonecutting			Zoology		
Tailoring			Seamanship (SAG)		
Woodworking			Shamanism (SAG)		
Deduction & Logic (SAG)			Ancestors		
Detect Motive (SAG)			Beasts		
Elementalism (ERU/PER)			Lakes & Rivers		
Aether			Mountains & Rocks		
Air			Plants & Trees		
Earth			Sleight of Hand (AGI)		
Fire			Sorcery (PER)		
Water			Abyssal		
Insult & Intimidation (PER)			Blood		
Knowledge (ERU)			Chaos		
Geography			Death		
Heraldry & Nobility			The Unknown		
History			Stealth (AGI)		
Linguistic			Survival (SAG)		
Religions			First-Aid		
Laws & Legal Systems (ERU/PER/SAG)			Foraging & Hunting		
Luck (PER)			Navigation		
Mechanics (SAG)			Sheltering		
Melee Combat (AGI/POW)			Tracking		
1-Handed Swords			Taming & Training (PER)		
2-Handed Swords			Torture (PER/SAG)		
Axes & Maces			Witchcraft (ERU/SAG)		
Brawling			Balms & Potions		
Polearms			Curios		
Mysticism (PER/SAG)			Fumes & Phials		
Bless & Curse			Staffs & Wands		
Cure & Heal			Third Eye		
Divination			Wizardry (ERU)		
Necromancy			Abjuration		
Retribution			Conjuration		
Natural Healing (CON)			Enchantment		
Perception & Vigilance (SAG)			Evocation		
			Illusion		

Traits

Languages

	B	I	P
	B	I	P
	B	I	P
	B	I	P
	B	I	P
	B	I	P
	B	I	P

Virtues

Coward	Brave	Rash
○	○	○
Meek	Dignified	Vain
○	○	○
Surly	Friendly	Fawning
○	○	○
Stingy	Generous	Lavish
○	○	○
Debauched	Tempered	Insensitive
○	○	○

Values

Iconoclast	Faith	Zealot
○	○	○
Devious	Honour	Honest
○	○	○
Evil	Morality	Good
○	○	○

