



## CHARACTER

CHARACTER NAME	LINEAGE & HERITAGE	TOTAL XP
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ATTRIBUTES		VITALITY	
STRENGTH (STR)		HEALTH POINTS	
AGILITY (AGI)		INSTINCT POINTS	
LOGIC (LOG)		DEFENSES & MOVEMENT	
INSTINCT (INS)		SPEED	
CHARISMA (CHA)		DEFENSE	
CONSTITUTION (CON)		REACTION POOL	

ARSENAL & COMBAT

WEAPON / ATTACK	COMBAT SKILL	DAMAGE	PROPERTIES / NOTES

## **TALENTS & ABILITIES**

## HERITAGE TRAITS:

### PROFICIENCIES & SKILLS

<input type="checkbox"/> Acrobatics (AGI)		<input type="checkbox"/> Drive Vehicle (AGI)		<input type="checkbox"/> Occult Knowledge (LOG)	
<input type="checkbox"/> Alchemy (LOG)		<input type="checkbox"/> Engineering (LOG)		<input type="checkbox"/> Perception (INS)	
<input type="checkbox"/> Animal Training (CHA)		<input type="checkbox"/> Entertain (CHA)		<input type="checkbox"/> Persuade (CHA)	
<input type="checkbox"/> Appraise (LOG)		<input type="checkbox"/> History (LOG)		<input type="checkbox"/> Religion (LOG)	
<input type="checkbox"/> Athletics (STR)		<input type="checkbox"/> Intimidate (CHA)		<input type="checkbox"/> Riding (AGI)	
<input type="checkbox"/> Barter (CHA)		<input type="checkbox"/> Investigation (LOG)		<input type="checkbox"/> Seafaring (LOG)	
<input type="checkbox"/> Bluff (CHA)		<input type="checkbox"/> Linguistics (LOG)		<input type="checkbox"/> Stealth (AGI)	
<input type="checkbox"/> Crafting (LOG)		<input type="checkbox"/> Medicine (LOG)		<input type="checkbox"/> Survival (CON)	
<input type="checkbox"/> Diplomacy (CHA)		<input type="checkbox"/> Nature (LOG)		<input type="checkbox"/> Thievery (AGI)	
<input type="checkbox"/> Disguise (LOG)		<input type="checkbox"/> Navigation (LOG)		<input type="checkbox"/> Tracking (LOG)	
<input type="checkbox"/> Warfare (LOG)					

### EQUIPMENT & WEALTH

INVENTORY LIST:

CURRENCY: GP: \_\_\_\_\_ SP: \_\_\_\_\_ CP: \_\_\_\_\_

### BIOGRAPHY & PERSONAL RECORDS

BACKSTORY & ORIGINS:

ALLIES, RIVALS & NOTES: