



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:		
TIER	NAME	EFFECT DESCRIPTION

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

EQUIPMENT & WEALTH
INVENTORY LIST:
CURRENCY: GP: _____ SP: _____ CP: _____

BIOGRAPHY & PERSONAL RECORDS	
BACKSTORY & ORIGINS:	
ALLIES, RIVALS & NOTES:	