



## CHARACTER

CHARACTER NAME	LINEAGE & HERITAGE	TOTAL XP

ATTRIBUTES	VITALITY
<b>STRENGTH</b> (STR)	<b>HEALTH POINTS</b>
<b>AGILITY</b> (AGI)	<b>INSTINCT POINTS</b>
<b>LOGIC</b> (LOG)	<b>DEFENSES &amp; MOVEMENT</b>
<b>INSTINCT</b> (INS)	<b>SPEED</b>
<b>CHARISMA</b> (CHA)	<b>DEFENSE</b>
<b>CONSTITUTION</b> (CON)	<b>REACTION POOL</b>

## ARSENAL & COMBAT

WEAPON / ATTACK	COMBAT SKILL	DAMAGE	PROPERTIES / NOTES

## TALENTS & ABILITIES

HERITAGE TRAITS:

TIER	NAME	EFFECT DESCRIPTION

## PROFICIENCIES & SKILLS

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

## EQUIPMENT & WEALTH

INVENTORY LIST:

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

BIOGRAPHY & PERSONAL RECORDS	
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BACKSTORY & ORIGINS:

ALLIES, RIVALS & NOTES: