



## CHARACTER

CHARACTER NAME	GENOME & HERITAGE	TOTAL XP
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ATTRIBUTES		VITALITY	
STRENGTH (STR)		HEALTH POINTS	
AGILITY (AGI)		MIND POINTS	
INTELLIGENCE (INT)		DEFENSES & MOVEMENT	
MIND (MND)		SPEED	
CHARISMA (CHA)		DEFENSE	
CONSTITUTION (CON)		REACTIONS	

ARSENAL & COMBAT

WEAPON / ATTACK	COMBAT SKILL	DAMAGE	PROPERTIES / NOTES

## TALENTS & ABILITIES

## HERITAGE TRAITS:

### PROFICIENCIES & SKILLS

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

### EQUIPMENT & WEALTH

INVENTORY LIST:

CURRENCY: \_\_\_\_\_

### BIOGRAPHY & PERSONAL RECORDS

BACKSTORY & ORIGINS:

ALLIES, RIVALS & NOTES: