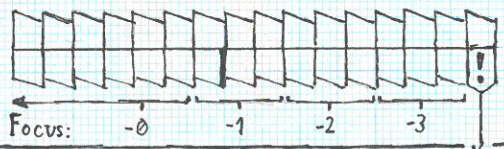


| | | | | | |
|------------|---|-----------|--------------|-----------------------|----------------------|
| CHARACTER: | | | INVESTIGATOR | | TURBO #braconatus |
| PLAYER: | | CAMPAIGN: | Of Drama: | Of Endeavour: | |
| Level: | | Species: | Of Torment: | Of Glory & Sacrifice: | |
| XP: | / | Sex: | | | |
| | | Age: | | | |
| | | Other: | | | |

| ATTRIBUTE | | Tests | SKILL | | Secondary | Bonus | TESTS | | SPECIALIZATIONS & NOTES | | Rank |
|--------------|---|-------|-------|---------------|-----------|-------|-------|--|-------------------------|--|------|
| MIGHT | | | ○○ | Armour | Re | | R | | | | |
| / | / | ○○ | ○○ | Athletics* | - | | R | | | | |
| | | ○○ | ○○ | Fortitude | - | | R | | | | |
| | | ○○ | ○○ | Melee Combat | Ag | | R | | | | |
| AGILITY | | | ○○ | Acrobatics* | - | | R | | | | |
| / | / | ○○ | ○○ | Ranged Combat | Re/Mi | / | R | | | | |
| | | ○○ | ○○ | Stealth | Cu | | R | | | | |
| REACTION | | | ○○ | Perception | - | | R | | | | |
| / | / | ○○ | ○○ | Reflex | - | | R | | | | |
| | | ○○ | ○○ | Ride/Drive | Ag | | R | | | | |
| INTELLIGENCE | | | ○○ | Lore | - | | R | | | | |
| / | / | ○○ | ○○ | Outdoorsman | Cu | | R | | | | |
| | | ○○ | ○○ | Reason | - | | R | | | | |
| | | ○○ | ○○ | Science | - | | R | | | | |
| EQUILIBRIUM | | | ○○ | Artistic | ? | | R | | | | |
| / | / | ○○ | ○○ | Composure | - | | R | | | | |
| | | ○○ | ○○ | Concentration | - | | R | | | | |
| | | ○○ | ○○ | First Aid | In | | R | | | | |
| CUNNING | | | ○○ | Investigate | In | | R | | | | |
| / | / | ○○ | ○○ | Scrutiny | In | | R | | | | |
| | | ○○ | ○○ | Skulduggery* | Ag | | R | | | | |
| | | ○○ | ○○ | Tinker | In | | R | | | | |
| PRESENCE | | | ○○ | Command | Mi/Eg | / | R | | | | |
| / | / | ○○ | ○○ | Consort | In/Eg | / | R | | | | |
| | | ○○ | ○○ | Sway | Cu/Eg | / | R | | | | |
| | | ○○ | ○○ | Willpower | - | | R | | | | |

• BASE • • MODIFIED • ☒ ETP of ____ may apply. / Notes:

| | |
|--|--------|
| | Notes: |
| | Notes: |

| BELIEFS & INSTINCTS: | | SECONDARY STATS: | | TRAITS & PERKS: | |
|---|-------------|--------------------|--|-----------------|------|
| BELIEF: | | | | Tp | Name |
| BELIEF: | | | | | |
| BELIEF: | | | | | |
| INSTINCT: | | | | | |
| INSTINCT: | | | | | |
| INSTINCT: | | | | | |
| STRESS & TRAUMAS: | | ENERVATION: | | | |
| STRESS LIMIT: | FOCUS LOSS: | ARMOUR: | | | |
|  | | SHIELD: | | | |
| TRAUMAS: | | OTHER: | | | |
| | | FOCUS: | | | |
| | | BASE: | | | |
| | | WOUNDS: | | | |
| | | STRESS: | | | |
| | | OTHER: | | | |
| | | Unused Perk Points | | | |