

NAME:		LEGACY:	LEGACY:		SEX:	
AGE:		train and the second second		HEIGHT:		
RANK: EXPERIENCE:				WEIGHT:		
				DRAFTS/DINARS:		
AT ENTENCE.		2		DIAI 13/DIIVARS.		
CULTURE		CONCEPT		CULT		
		- ATTRIBUTES	& SKILLS —			
BODY	•	AGILITY	<b>₹</b> ♦♦♦♦♦	CHARISMA	<b>(</b>	
ATHLETICS	000000	CRAFTING	00000	ARTS	000000	
BRAWL	000000	DEXTERITY	000000	CONDUCT	000000	
FORCE	000000	NAVIGATION	000000	EXPRESSION	000000	
MELEE	000000	MOBILITY	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	LEADERSHIP	000000	
STAMINA	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	PROJECTILES	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	NEGOTIATION	000000	
TOUGHNESS	00000	STEALTH	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	SEDUCTION	000000	
INTELLECT	<b>(</b>	PSYCHE	<b>⟨</b> ♦♦♦♦♦	INSTINCT	<◆○○○○	
ARTIFACT LORE	000000	CUNNING	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	EMPATHY	000000	
ENGINEERING	000000	DECEPTION	000000	ORIENTEERING	000000	
FOCUS	000000	DOMINATION	000000	PERCEPTION	000000	
LEGENDS	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	FAITH	00000	PRIMAL	000000	
MEDICINE	000000	REACTION	000000	SURVIVAL	000000	
SCIENCE	00000	WILLPOWER	00000	TAMING	000000	
		ADVANT	AGES —			
BACKGROUNDS		POTENTIALS		SCARS		
ALLIES	00000		000	GROUP NAME:		
AUTHORITY	000000			ALIGNMENT:		
NETWORK	000000	$\diamond \diamond \diamond$		CONSTELLATION:		
RENOWN	000000	000				
RESOURCES	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$			SCARS VALUE:		
SECRETS	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	-	$\diamond \diamond \diamond$	INFAMY	000000	
		CONDI	TION			
MODIFIERS		00000000000000	0000000000	COMPLICATIONS		
-		EGC				
;		SPORE INFES	0000000000			
	0		OUNDS			

