

# Guildsmen

## Character

Name: \_\_\_\_\_  
Species: \_\_\_\_\_  
Physique: \_\_\_\_\_  
Demeanor: \_\_\_\_\_  
Guild: \_\_\_\_\_

## Stats

-1 +0 +1 +2 +3  
Tough: ● ○ ○ ○ ○  
Nimble: ● ○ ○ ○ ○  
Competence: ● ○ ○ ○ ○  
Constitution: ● ○ ○ ○ ○  
Spirit: ● ○ ○ ○ ○

## Wealth

● Destitute  
○ Poor  
○ Moderate  
○ Wealthy  
○ Exquisite

## Skills

### Craft

Primary (+2): \_\_\_\_\_ Secondary (+1): \_\_\_\_\_  
-1 +0 +1 +2 +3  
● ○ ○ ○ ○

### Investigate

Primary (+2): \_\_\_\_\_ Secondary (+1): \_\_\_\_\_  
-1 +0 +1 +2 +3  
● ○ ○ ○ ○

### Leadership

Primary (+2): \_\_\_\_\_ Secondary (+1): \_\_\_\_\_  
-1 +0 +1 +2 +3  
● ○ ○ ○ ○

### Medic

Primary (+2): \_\_\_\_\_ Secondary (+1): \_\_\_\_\_  
-1 +0 +1 +2 +3  
● ○ ○ ○ ○

### Nature

Primary (+2): \_\_\_\_\_ Secondary (+1): \_\_\_\_\_  
-1 +0 +1 +2 +3  
● ○ ○ ○ ○

### Performance

Primary (+2): \_\_\_\_\_ Secondary (+1): \_\_\_\_\_  
-1 +0 +1 +2 +3  
● ○ ○ ○ ○

### Social

Primary (+2): \_\_\_\_\_ Secondary (+1): \_\_\_\_\_  
-1 +0 +1 +2 +3  
● ○ ○ ○ ○

### Sneaky

Primary (+2): \_\_\_\_\_ Secondary (+1): \_\_\_\_\_  
-1 +0 +1 +2 +3  
● ○ ○ ○ ○

### Stardew

Primary (+2): \_\_\_\_\_ Secondary (+1): \_\_\_\_\_  
-1 +0 +1 +2 +3  
● ○ ○ ○ ○

### Tech

Primary (+2): \_\_\_\_\_ Secondary (+1): \_\_\_\_\_  
-1 +0 +1 +2 +3  
● ○ ○ ○ ○

### Throwdown

Primary (+2): \_\_\_\_\_ Secondary (+1): \_\_\_\_\_  
-1 +0 +1 +2 +3  
● ○ ○ ○ ○

## Harm

○ ○ ○ ○ ○  
○ ○ ○ ○ ○  
Dying ○

## Luck

-3 -2 -1 +1 +2 +3  
● ○ ○ ○ ○ ○

## Experience

Points  
○ ○ ○ ○ ○

## Conditions

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Armor

Modifier  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Weapons

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Stardew Addiction

Level  
1 2 3 4 5 6 7 8  
▮ ▮ ▮ ▮ ▮ ▮ ▮ ▮  
○ ○ ○ ○ ○ ○ ○ ○  
Need ▲ Start  
Uses Available

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