

Name: \_\_\_\_\_

Race: \_\_\_\_\_ Starting Xp: \_\_\_\_\_

General Skills	Career	Rank
Alchemy (INT)	<input type="radio"/>	<div></div>
Athletics (BR)	<input type="radio"/>	<div></div>
Cool (PR)	<input type="radio"/>	<div></div>
Coordination (AG)	<input type="radio"/>	<div></div>
Crafting (INT)	<input type="radio"/>	<div></div>
Discipline (WIL)	<input type="radio"/>	<div></div>
Medicine (INT)	<input type="radio"/>	<div></div>
Operating (INT)	<input type="radio"/>	<div></div>
Perception (CUN)	<input type="radio"/>	<div></div>
Resilience (BR)	<input type="radio"/>	<div></div>
Riding (AG)	<input type="radio"/>	<div></div>
Skulduggery (CUN)	<input type="radio"/>	<div></div>
Stealth (AG)	<input type="radio"/>	<div></div>
Streetwise (CUN)	<input type="radio"/>	<div></div>
Survival (CUN)	<input type="radio"/>	<div></div>
Vigilance (WIL)	<input type="radio"/>	<div></div>
Social Skills	Career	Rank
Charm (PR)	<input type="radio"/>	<div></div>
Coercion (WIL)	<input type="radio"/>	<div></div>
Deception (CUN)	<input type="radio"/>	<div></div>
Leadership (PR)	<input type="radio"/>	<div></div>
Negotiation (PR)	<input type="radio"/>	<div></div>



First Spec: \_\_\_\_\_

Second Spec: \_\_\_\_\_

Brawn

Agility

Intellect

Cunning

Willpower

Presence

Soak Value

Wounds

Threshold

Current

Strain

Threshold

Current

Physical Defense

Ranged

Melee

Magical Defense

Magic

Psionic

Motivation: \_\_\_\_\_

Wild Talent: \_\_\_\_\_

Combat Skills	Career	Rank
Brawl (BR)	<input type="radio"/>	<div></div>
Melee (Heavy) (BR)	<input type="radio"/>	<div></div>
Melee (Light) (BR)	<input type="radio"/>	<div></div>
Ranged (AG)	<input type="radio"/>	<div></div>
Knowledge Skills	Career	Rank
Education (INT)	<input type="radio"/>	<div></div>
Geography (INT)	<input type="radio"/>	<div></div>
Nature (INT)	<input type="radio"/>	<div></div>
Underworld (INT)	<input type="radio"/>	<div></div>
Magic Skills	Career	Rank
Arcana Attack (INT)	<input type="radio"/>	<div></div>
Arcana Barrier (INT)	<input type="radio"/>	<div></div>
Arcana Dispel (INT)	<input type="radio"/>	<div></div>
Arcana Enchantment (INT)	<input type="radio"/>	<div></div>
Arcana Illusion (INT)	<input type="radio"/>	<div></div>
Primal Augment (Cun)	<input type="radio"/>	<div></div>
Primal Conjure (Cun)	<input type="radio"/>	<div></div>
Primal Curse (Cun)	<input type="radio"/>	<div></div>
Primal Shape (Cun)	<input type="radio"/>	<div></div>
Psionics (WIL)	<input type="radio"/>	<div></div>

Survival Rating

Money

Total XP

Current XP

Weapon	Skill	Damage	Crit	Range	Special