

CHARACTER NAME:

RACE:

ORIGIN:

CLASS:

PLAYER:

**SOAK****WOUNDS****STRAIN****DEFENSE**

CURRENT

THRESHOLD

CURRENT

THRESHOLD

MELEE

RANGED

**STRENGTH****ENDURANCE****AGILITY****INTELLECT****WILLPOWER****PERSONALITY****SKILLS****General Skills****Major****Rank****Bonuses**

Acrobatics (Agi)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Alchemy (Int)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Athletics (Str)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Cool (Wil)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Discipline (Wil)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Enchant (Int)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Engineering (Int)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Handle Animal (Wil)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Rumours (Wil)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Resilience (End)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Smithing (Str)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Search (Wil)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Sneak (Agi)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Security (Agi)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Survival (Wil)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Vigilance (Wil)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

**Social Skills****Major****Rank****Bonuses**

Charm (Per)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Deception (Per)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Intimidate (Per)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Leadership (Per)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Mercantile (Per)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

**Knowledge Skills****Major****Rank****Bonuses**

Divines (Int)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
History (Int)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Daedra (Int)	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
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	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

**TALENTS****Talent Name****Activation****Details**

CURRENT

EARNED

**EXPERIENCE**

## CHARACTER DETAILS

GENDER: \_\_\_\_\_ AGE: \_\_\_\_\_ HEIGHT: \_\_\_\_\_ BUILD: \_\_\_\_\_

HAIR: \_\_\_\_\_ EYES: \_\_\_\_\_

ADDITIONAL FEATURES:  
\_\_\_\_\_  
\_\_\_\_\_

### PORTRAIT



### BIRTHSIGN

BIRTHSIGN  
SPECIAL ABILITY

### MOTIVATIONS

STRENGTH

FLAW

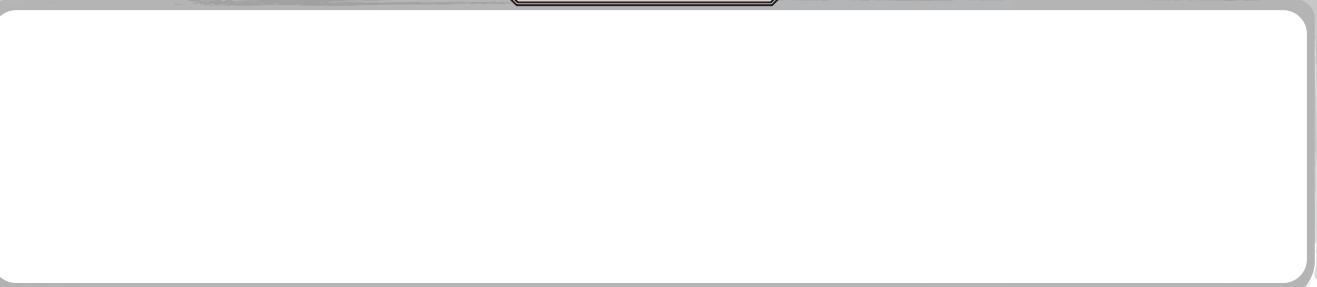
DESIRE

FEAR

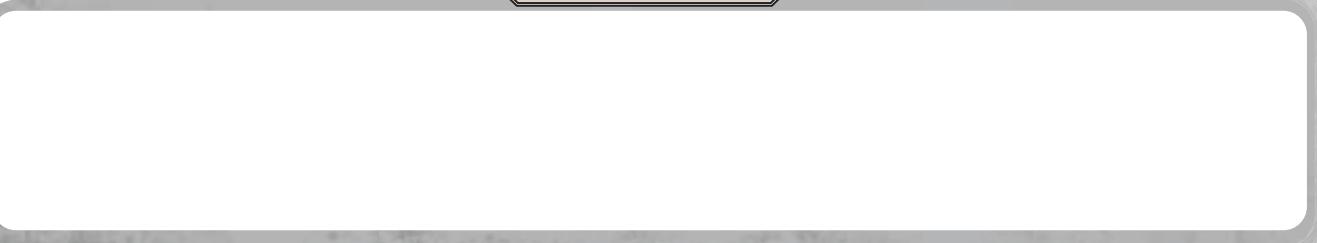
### BACKGROUND

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

### FACTIONS & ALLIES



### ADDITIONAL NOTES



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## **WEAPONS**

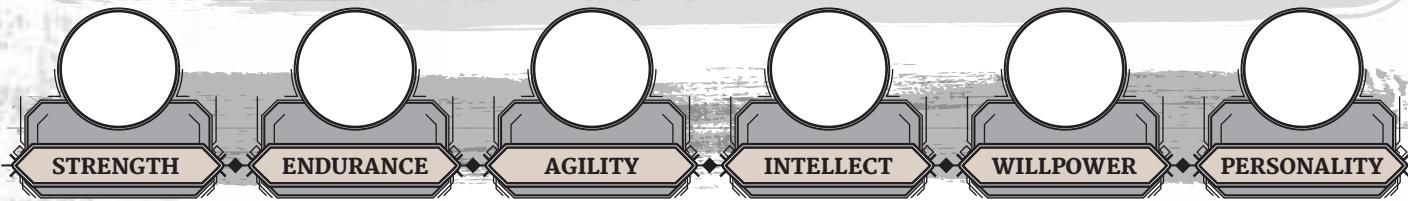
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## COMBAT TALENTS

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Talent Name	Activation	Details
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## **COMBAT SKILLS**

Skill	Major	Rank	Bonuses
Block (End)	◇	█████>	
Hand-To-Hand (Str/Agi)	◇	████>>>>	
Marksman (Agi)	◇	████>>>>	
One-Handed (Str/Agi)	◇	████>>>>	
Two-Handed (Str/Agi)	◇	████>>>>	

## **CRITICAL INJURIES**

Severity	Result

ARMOR



Armor	Defense	Soak	Enc



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DEFENSE

## DEFENSE

SOAK

## **INVENTORY**

**TOTAL ENCUMBRANCE**

## ENCUMBRANCE THRESHOLD

## **ADDITIONAL ITEMS**

GOLD

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## **INGREDIENTS**

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## Common

Rare

SOUL GEMS

Petty

Common

Grand

Black

## SPELL ATTACKS

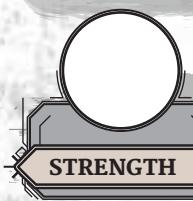
Spell Attack	Skill	Damage	Crit	Range	Difficulty	Qualities & Details

## SPELL ACTIONS

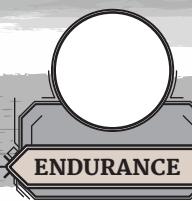
Spell Action	Skill	Difficulty	Qualities & Details

## MAGIC TALENTS

Talent Name	Activation	Details
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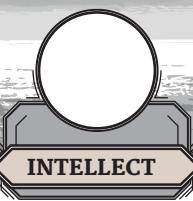
STRENGTH



ENDURANCE

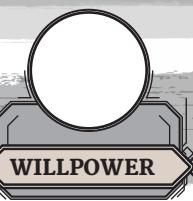


AGILITY



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INTELLECT



## **WILLPOWER**



## **PERSONALITY**

## **MAGIC SKILLS**

Skill	Major	Rank	Bonuses
Alteration (Wil)	◇		
Conjuration (Int)	◇		
Destruction (Wil)	◇		
Illusion (Per)	◇		
Mysticism (Wil)	◇		
Necromancy (Int)	◇		
Restoration (Wil)	◇		

## MAGICAL ITEMS