


Info

Name: _____

Age: _____ Level: _____

Height: _____ Weight: _____

Equilibrium









Armor


- ☐ Bludgeoning
- ☐ Slashing
- ☐ Piercing
- ☐ Burning
- ☐ Frost
- ☐ Bleeding

Mark ☒ vulnerability or ☒ resistance.







Vitality




Strength




Dexterity



Sanity




Intelligence



Willpower

Place 1 extra point to an ability each time you level up.




Vision

- ☐ Light
- ☐ Dark
- ☐ Spirit
- ☐ Thermal
- ☐ Tremor

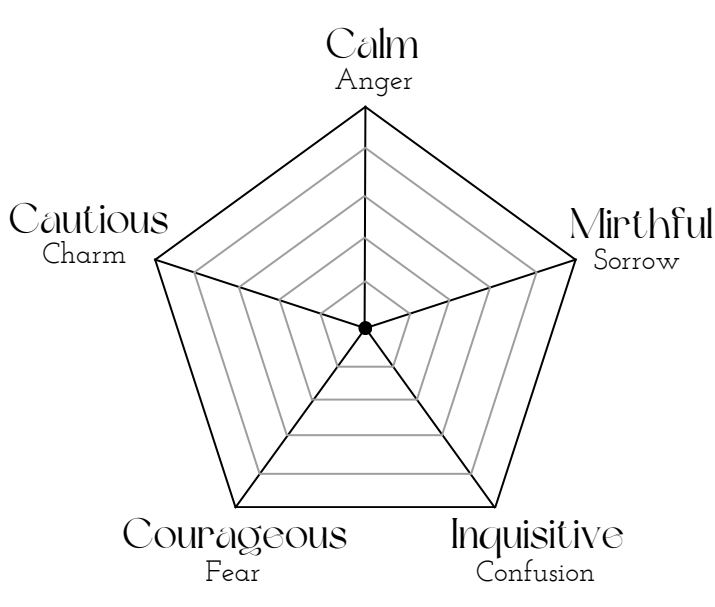


Linguistics

<input type="radio"/> Common English	<input type="radio"/> Elven Latin
<input type="radio"/> Dark Romanian	<input type="radio"/> Gob Gibberish
<input type="radio"/> Draconic Finnish	<input type="radio"/> Holy Spanish
<input type="radio"/> Dwarven Greek	<input type="radio"/> Levantish Arabic
<input type="radio"/> Elder Hebrew	<input type="radio"/> Red Japanese



Personality



Distribute 12 points to the traits that best describe your character. Add additional points granted by items.

Professions

Blacksmith

Engineer

Tailor

Cook

Physician

Explorer

Entertainer

Priest

Historian

Arcanist

Distribute points equal to your Intelligence score. Add additional points based on racial traits.

Boons

Racial Traits

Backpack

Equipment

Coins

Copper:

Silver:

Gold:

