

NAME _____ PLAYER _____

ANCESTRY _____ CULTURE _____ NATIVE LANG. _____

APPEARANCE _____

OCCUPATION _____ FAITH _____ ALLEGIANCE _____

FRIEND _____ ENEMY _____ COMPANION _____



TOKEN

TOTAL EXP EARNED

EXP SPENT

WRATH

MIGHTY RESILIENT TOUGH

VIGOR

FRAIL SICK WEAK

PRIDE

AGILE DEADEYE DEFT

DEXTERITY

CLUMSY NEARSIGHTED SLUGGISH

GREED

ERUDITE INSIGHTFUL INVENTIVE

WITS

SUPERSTITIOUS TECHNOPHOBE UNEDUCATED

HEDONISM

ASTUTE BEAUTIFUL BRAVE

PRESENCE

CRAVEN NAIVE UNATTRACTIVE

COOPERATIVE
 EFFORT
 KNACK
 COMPETITIVE
 METHICAL
 SPECIALIZATION

ATHLETICS

ACROBATICS FREE CLIMBER
 PARKOUR PARACHUTIST
 EXPERT CLIMBER NIMBLE
 DEATH FROM ABOVE IRON LUNGS
 ENDURANCE SUBMARINER

ARCHERY

AIMED ARROW CROSSBOW SPECIALIST
 STRONG DRAW BOW PROFICIENCY
 SWIFT SHOT UNBALANCED ARROW
 DOUBLE SHOT RAIN OF ARROWS
 DEADLY TRUE ARROW

ARCANA

ARCHMAGE SIXTH SENSE
 ALCHEMIST ELEMENTALIST
 CULTIST MONSTER HUNTER
 DREAMSCAPER NECROMANCER
 ENCHANTER ORACLE
 FAR-SIGHTED PRODIGY
 APPRAISER ANTIQUARIAN
 HEALING TOUCH SCHOLAR
 VIRTUOUS SURGE
 MINDFULNESS MYSTIC

CHARM

ASKING AROUND FLAMBOYANT
 BEWITCHING SNOOP
 CHARISMATIC INVESTIGATIVE
 CAPTIVATING INTRIGUE
 TEMPTER MANIPULATIVE

CRAFT

ARTISAN FORGER
 BLADESMITH GUNSMITH
 MASTER CRAFTER TOOLSMITH
 ARMORSMITH BOWSMITH
 WEAPONSMITH SUPERIOR QUALITY

DODGE

ARMOR PROFICIENT REFLEXES
 SHIELD BEARER GRACEFUL
 CLOAK USE SIDESTEP
 DANGER SENSE SWIFTNESS
 SECOND WIND TUMBLE

ENGINEERING

ARCHITECT ARTIFICER
 AVIATION ENGINEER STARSHIPWRIGHT
 MECHANIC SHIPWRIGHT
 WEAPON DESIGNER INVENTOR
 ENGINEER JURY-RIGGER

DECEPTION

ACTOR FEINT
 BLUFFING MISLEADING
 CUNNING SCHEMER
 DASHING DISSIMULATING
 TAUNTING DUPLICITOUS

EXOTIC WEAPONS

ACCURACY DISARMING ATTACK
 BLIND WARRIOR QUICK-DRAW STRIKE
 PRECISION THROWING WEAPONS
 DANGEROUS SKILLFUL WARRIOR
 TECHNIQUE TWO-HANDED STANCE

DRIVING

ATTENTIVE MOTORCYCLIST
 NATURAL MOTORIST
 RACER HEAVY FOOT
 ROAD WARRIOR TANK OPERATOR
 STEADY TRUCKER

MEDICINE

APOTHECARY FIRM HANDS
 SHAMAN PHARMACOLOGIST
 CHEMIST HEALER
 DOCTOR PARAMEDIC
 VETERINARIAN XENOMEDIC

INTIMIDATION

BLACKMAILER FRIGHTENING
 BERSERK GOADING
 COLD STARE INTERROGATOR
 INTIMIDATING INQUISITOR
 MENACING PROVOCATION

HEAVY WEAPONS

AUTO FIRE SUPPRESSIVE FIRE
 BURST FIRE GUNNER
 CALCULATED SHOT HEAVY W. SPECIALIST
 BIPOD GUN-CAPTAIN
 EXPERT CREW RECOIL CONTROL

FENCING

LUNGE FLAIR
 BACKSTAB GUARD
 PRESCIENT WARRIOR DEFLECT
 POWERFUL STANCE RIPOSTE
 SWASHBUCKLER PUNCTURE

PERCEPTION

ALERT WATCHFUL
 METICULOUS GUARD
 CAUTIOUS KEEN-EYED
 PERCEPTIVE SUSPICIOUS
 EXAMINER AWARENESS

LEADERSHIP

AMBUSH FEARLESS
 TACTICIAN COMMANDING
 CHARGE AUTHORITY
 DECISION-MAKER INSPIRING
 LEADING BY EXAMPLE STRATEGIST

MARTIAL ARTS

MASTER FINESSE
 BLIND FURY GROUND TECHNIQUE
 COUNTERMOVIE PUSHBACK
 STRIKE TECHNIQUE MISSILE PARRY
 THROW TECHNIQUE BRAWLER

LEGERDEMAIN

ESCAPE ARTIST FAST DRAW
 SUBTLE GEARHEAD
 CONCEALING SPECIALIST
 PRESTIDIGITATOR PICKPOCKET
 EXPERTISE LOCKSMITH

SEAMANSHIP

WATERSAIL HOLDFAST
 BATTERY SEADOG
 COMMANDER HELMSMAN
 DAMAGE CONTROL MARINER
 MANEUVERING CORSAIR

PERSUASION

ORATORY FAST TALKER
 BRIBER COMPELLING
 CONVINCING HAGGLER
 STRAIGHTFORWARD INSIDIOUS
 ELOQUENT NEGOTIATOR

MELEE WEAPONS

POWERFUL ATTACK STICK FIGHTING
 BLIND FIGHTING OVERHEAD STRIKE
 PIERCER WHIRLWIND ATTACK
 BREAK SHIELD NON-LETHAL STRIKE
 BREAK ARMOR LETHAL THROW

MARKSMANSHIP

AIMED SHOT FAN SHOT
 BURST MODE DUELIST
 BULLSEYE QUICK RELOAD
 DOUBLE TAP AKIMBO
 SPRAYING BULLETS TRUE SHOT

SURVIVAL

ADVENTURER FORAGER
 HERBALIST GUIDE
 SCAVENGER HUNTER
 NAVIGATOR INSTINCT
 EXPLORER GHOST

TAMING

ANIMAL WHISPERER SPIRITUAL BONDING
 BEASTMASTER WRANGLER
 CAVALRYMAN COACHMAN
 DOMESTICATOR RIDER
 TRAINER LOYAL COMPANION

WEAPONS TYPE DMG

UNARMED STRIKE	
AMMO	○○○○○ ○○○○○ ○○○○○ ○○○○○
AMMO	○○○○○ ○○○○○ ○○○○○ ○○○○○
AMMO	○○○○○ ○○○○○ ○○○○○ ○○○○○

ARMOR ARMOR RATING

CLOAK SHIELD

PILOTING

ACE ASTRONAUT
 BIRD OF PREY MECHA PILOT
 CAPTAIN HOVERCAR PILOT
 DAREDEVIL SLIPPERY
 EVASIVE SUBMARINE CREW MEMBER

STEALTH

ARTFUL ELEMENT OF SURPRISE
 SNIPER ASSASSIN
 CAMOUFLAGE CLEVER
 SHADOWY INFILTRATOR
 ELUSIVE SNEAKY

TECHNOLOGY

ANALYTICAL TECHNOMANCER
 ID SURGE GATEKEEPER
 ASTROGATOR HACKER
 DEVELOPER INVASIVE
 REROUTER TECH-SAVVY

DAMAGE THRESHOLDS

FRAIL	1	NORMAL	2	TOUGH	3	1 WOUND
	3		4		5	1 WOUND BLUNT: 1 WOUND + KO'D? PRC: 2 WOUNDS + SLASH & ENER: 2 WOUNDS
	5		6		7	2 WOUNDS + KO'D? PRC: 2 WOUNDS + KO'D? + DEAD? SLASH & ENER: 3 WOUNDS + KO'D?
	7		8		9	3 WOUNDS + KO + DEAD? ENER: 4 WOUNDS + KO + DEAD?
	9		10		11	DEAD

WOUNDS

VITALITY POWERS

	MAX	CURRENT
VITALITY POINTS	█	█
POWER		COST

CHARACTER ILLUSTRATION

PSYCHIC POWERS

	MAX	CURRENT
PSYCHIC POINTS	█	█
POWER		COST

DIVINE POWERS

CARRIED ITEMS/PROPERTIES/TITLES

MUTATIONS

CYBERNETIC IMPLANTS

SPELLCRAFT

ARCANE SYMBOLS			GRIMOIRE	
FIRST (TARGET)	SECOND (ACTION)	THIRD (EFFECT)	SPELL	SYMBOLS
1 <input type="checkbox"/> BLOOD	1 <input type="checkbox"/> ATTACK	1 <input type="checkbox"/> AIR	_____	○○○○
2 <input type="checkbox"/> BODY	2 <input type="checkbox"/> ATTUNE	2 <input type="checkbox"/> EARTH	_____	○○○○
3 <input type="checkbox"/> FACE	3 <input type="checkbox"/> CLEANSE	3 <input type="checkbox"/> ETHEREAL	_____	○○○○
4 <input type="checkbox"/> NATURE	4 <input type="checkbox"/> CORRUPT	4 <input type="checkbox"/> FIRE	_____	○○○○
5 <input type="checkbox"/> OBJECT	5 <input type="checkbox"/> DEFEND	5 <input type="checkbox"/> SHADOW	_____	○○○○
6 <input type="checkbox"/> TIME	6 <input type="checkbox"/> MOVE	6 <input type="checkbox"/> VIRTUE	_____	○○○○
7 <input type="checkbox"/> TONGUE	7 <input type="checkbox"/> SEE	7 <input type="checkbox"/> WATER	_____	○○○○
8 <input type="checkbox"/> VOID	8 <input type="checkbox"/> TRANSMUTE	8 <input type="checkbox"/> WICKED	_____	○○○○

LANGUAGES/TALENTS

MONEY STAT

DARKNESS POINTS

MINIMUM DARKNESS POINTS

FORTUNE POINTS

HOPE POINTS