

## PRIMARY ATTACKS

BONUS DAMAGE									
Ranged		Melee		Presence					

NAME									
Range/Reach	Grip	Size	Damage	Loads					
Qualities									

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Qualities									

## STRESS & HARMS

COURAGE			
ARMOR SOAK			
HEAD			
1-2			
R. ARM		L. ARM	
3-5		6-8	
TORSO			
9-14			
R. LEG		L. LEG	
15-17		18-20	
ARMOR QUALITIES			

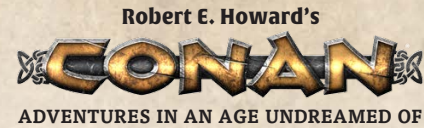
PHYSICAL			
Vigor			
Wounds			
MENTAL			
Resolve			
Trauma			

## BELONGINGS

GOLD			
UPKEEP			

## CHARACTER NAME

CHARACTER NAME	



## BACKGROUND

Age & Gender		Homeland	
Caste		Trait	
Archetype		Nature	
Education		War Story	
Appearance			
Personality			
Languages			

FORTUNE POINTS		REKNOWN		STANDING		EXPERIENCE	
						Total	Spent

## TALENTS

HOMELAND			
Effect			
CASTE			Skill
Effect			
CASTE			Skill
Effect			
BLOODLINE			Skill
Effect			
EDUCATION			Skill
Effect			
NATURE			Skill
Effect			
ARCHETYPE			Skill
Effect			Rank
OTHER			Skill
Effect			Rank
OTHER			Skill
Effect			Rank

## ATTRIBUTES & SKILLS

AGILITY			
Skill	Exp	Foc	TN
Acrobatics			
Melee			
Stealth			

AWARENESS			
Skill	Exp	Foc	TN
Insight			
Observation			
Survival			
Thievery			

BRAWN			
Skill	Exp	Foc	TN
Athletics			
Resistance			

COORDINATION			
Skill	Exp	Foc	TN
Parry			
Ranged Weapons			
Sailing			

INTELLIGENCE			
Skill	Exp	Foc	TN
Alchemy			
Craft			
Healing			
Linguistics			
Lore			
Warfare			

PERSONALITY			
Skill	Exp	Foc	TN
Animal Handling			
Command			
Counsel			
Persuade			
Society			

WILLPOWER			
Skill	Exp	Foc	TN
Discipline			
Sorcery			

NAME					
Agi		Awa		Brw	
Coo	Int	Per		Wil	
Skills & Details					

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Qualities									

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# SPELLS

NAME		
Difficulty	Duration	Cost to Learn/Cast
Effect		

NAME		
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Effect		

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