

name: _____

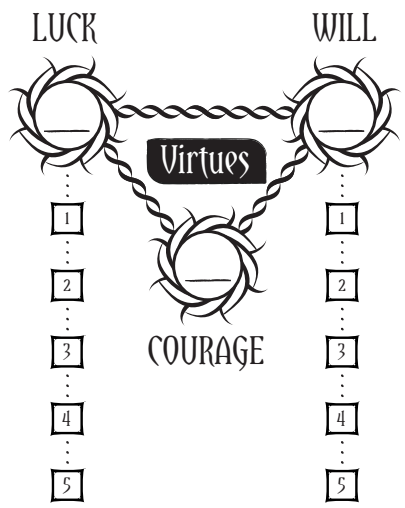
personality: _____

background: _____

order: _____

player: _____

saga: _____



Superb condition ☐ 10 ☐ 2 ☐ 9 ☐ 2 ☐ 8 ☐ 2 ☐ 7 ☐ 2

Normal ☐ 6 ☐ 2 ☐ 5 ☐ 2 ☐ 4 ☐ 2

Wounded ☐ 3 ☐ 2 ☐ 2 ☐ 2

Heavily wounded ☐ 1 ☐ 2 ☐ 0 ☐ 2

Dying / Death ☐ -1 ☐ -2 ☐ -3 ☐ -4

Endurance

Max Roll 12 / 12 / 11

Max Roll 10 / 9

Max Roll 8 / 5

No action Roll



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Max Endurance 9 8 7 6 5 4 3 2 1

Roll Penalty ☐ 1 ☐ 2 ☐ 3 ☐ 4

Corruption

REPUTATION: _____

WEALTH: ☐

items: _____

Attributes

SOCIAL INTELLECTUAL PHYSICAL

Skills

Expression ☐ ☐ ☐ ☐ ☐ ☐

Empathy ☐ ☐ ☐ ☐ ☐ ☐

Orator ☐ ☐ ☐ ☐ ☐ ☐

Performance ☐ ☐ ☐ ☐ ☐ ☐

Trade ☐ ☐ ☐ ☐ ☐ ☐

Academics ☐ ☐ ☐ ☐ ☐ ☐

Craft ☐ ☐ ☐ ☐ ☐ ☐

Medicine ☐ ☐ ☐ ☐ ☐ ☐

Knowledge ☐ ☐ ☐ ☐ ☐ ☐

Perception ☐ ☐ ☐ ☐ ☐ ☐

Agility ☐ ☐ ☐ ☐ ☐ ☐

Fray ☐ ☐ ☐ ☐ ☐ ☐

Stealth ☐ ☐ ☐ ☐ ☐ ☐

Range ☐ ☐ ☐ ☐ ☐ ☐

Survival ☐ ☐ ☐ ☐ ☐ ☐

Combat

Unarmed

Phy ☐ Agility

Armor ☐ Fray

Melee

Phy ☐ Agility

Armor ☐ Fray

Weapon

Range

Phy ☐ Range

Armor ☐ Weapon

Gifts

MIND ☐ ☐ ☐ ☐ ☐ ☐

BODY ☐ ☐ ☐ ☐ ☐ ☐

ILLUSION ☐ ☐ ☐ ☐ ☐ ☐

REALITY ☐ ☐ ☐ ☐ ☐ ☐

Lev. < >

Lev. < >

Lev. < >

Lev. < >

Lev. < >

Lev. < >