Name	
Race	
Gender	
Age	

Profession	
Defining Skill	

INT	
REF	
DEX	
BODY	
SPD	
EMP	
CRA	
WILL	
LUCK	

STUN	
RUN	
LEAP	
HP	
STA	
ENC	
REC	
Punch	
Kick	

Social Standing	
Perks	

Profession Abilities

Reputation	

Improvement Points	

Primary Weapon	
Weapon Accuracy	
Damage & Type	
Reliability	
Hands	
Range	
Effect	
Concealability	
Enhancement	
Weight	

Intelligence Skills	
Awareness	
Business	
Deduction	
Education	
Common Speech	
Elder Speech	
Dwarven	
Monster Lore	
Social Etiquette	
Streetwise	
Tactics	
Teaching	
Wilderness Survival	

Dexterity Skills	
Archery	
Athletics	
Crossbow	
Sleight of Hand	
Stealth	

Craft Skills	
Alchemy	
Crafting	
Disguise	
First Aid	
Forgery	
Pick Lock	
Trap Crafting	

Body Skills	
Physique	
Endurance	

Will Skills	
Courage	
Hex Weaving	
Intimidation	
Spell Casting	
Resist Magic	
Resist Coercion	
Ritual Crafting	

Reflex Skills	
Brawling	
Dodge/Escape	
Melee	
Riding	
Sailing	
Small Blades	
Staff/Spear	
Swordsmanship	

Empathy Skills	
Charisma	
Deceit	
Fine Arts	
Gambling	
Grooming and Style	
Human Perception	
Leadership	
Persuasion	
Performance	
Seduction	

Training I.P.	

Armor		
Location	SP	Damage
Head		
Torso		
R. Arm		
L. Arm		
R. Leg		
L. Leg		
Notes		

Back Up Weapons									
Name	WA	DMG	REL.	Hands	RNG	Effect	Conc.	EN	Weight

Shield		
Location	SP	DMG
Held		
Notes		

Gear		
Name	Notes	Weight

Spells/Invocation/Signs				
Name	Cost	Effect	RNG	Duration

Vigor	
Stamina	
Current	Used

Focus	
Vigor Modifier	
Notes	

Hexes		
Name	Cost	Effect

Rituals						
Name	Cost	Effect	Time	DC	Duration	Components

Clothing	
Personality	
Hair Style	
Affectations	
Valued Person	
Value	
Feelings on People	

Early Life

Campaign Notes

Life Events	
Decade	Event
10	
20	
30	
40	
50	
60	
70	
80	
90	
100	
110	
120	
130	
140	
150	
160	
170	
180	
190	
200	