



Name:

Player:
Social Class:
Race:
Rank:

Nationality:
Age/Gender:
Build:
Hair/Eyes:

Childhood:
Vocation:
Personality:
Social Ethics:



CHARACTERISTICS

- STRENGTH PRESENCE
- DEXTERITY WITS
- FORTITUDE RESOLVE



DERIVED ATTRIBUTES

- INITIATIVE Dex+Wits+Per
- MOVEMENT 5+dex in yds/round
- Sneak (5+Dex) / 2 []
- Run (5+Dex) x 3 []
- Swim (5+Dex) []
- Leap Horizontal (1+Dex) []
- Jump Vertical (0.5xH.Leap) []



HEALTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> -2	<input type="checkbox"/> -4	<input type="checkbox"/> -8	<input type="checkbox"/> -16
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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MANA

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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COMMON SKILLS

Act (Presence) []	Firearms (Dexterity) []
Athletics (Dexterity) []	Fisticuffs (Dexterity) []
Blunt Weapons (Dexterity) []	General Knowledge (Wits) []
Bull (Presence) []	Hide & Sneak (Dexterity) []
Charm (Presence) []	Horse Riding (Dexterity) []
Conceal (Wits) []	Improvised Weapon (Dexterity) []
Concentration (Resolve) []	Intimidate (Presence) []
Dance* (Dexterity) []	Might (Strength) []
Dodge (Dexterity) []	Perception (Wits) []
Drive Carriage (Wits) []	Streetwise* (Presence) []
Empathy (Presence) []	Swordplay (Dexterity) []
Etiquette* (Wits) []	Throwing (Dexterity) []

*social class modifier usually applies

SPECIALITIES & MAGICAL SKILLS

_____ () []	_____ () []
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			Three miles	1s. 0d.	2s. 0d.

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