

## Inventory

Load:

Left Hand:

Right Hand: \_\_\_\_\_

Armour:

Resist:
Load:

Max AGI: \_\_\_\_\_ Skill: \_\_\_\_\_

## Inventory Slots


# Wealth

Silver Pennies:

Copper Pennies:

Gold Crowns:

Silver Crowns:

Copper Crowns:

## Character Notes

## Prestige

[illegible]

Name: \_\_\_\_\_

---

Portrayed By: \_\_\_\_\_

Ancestry: \_\_\_\_\_

Back-Story:

Class: \_\_\_\_\_

Level:	Milestones:
--------	-------------

	Attribute	Defence	
AGI		<div><div></div></div>	Stamina: _____
BOD		<div><div></div></div>	(Maximum) _____
CHA		<div><div></div></div>	Recoveries: _____
DEX		<div><div></div></div>	Speed: _____
EDU		<div><div></div></div>	Hit Points: _____
FOR		<div><div></div></div>	Victories: _____

### Features (Ancestry, Back-Story, Class, General)

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Weapon Skills			Attribute	Misc.	Total
Blades	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>DEX</u>	+ _____	= _____
Blunt Weapons	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>BOD</u>	+ _____	= _____
Bows	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>DEX</u>	+ _____	= _____
Polearms	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>BOD</u>	+ _____	= _____
Thrown Weapons	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>DEX</u>	+ _____	= _____
Unarmed Combat	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>BOD</u>	+ _____	= _____
Unbalanced Weapons	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>BOD</u>	+ _____	= _____

Non-Weapon Skills					
Acrobatics	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>AGI</u>	+ _____	= _____
Arcana	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>EDU</u>	+ _____	= _____
Athletics	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>BOD</u>	+ _____	= _____
Crafting	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>EDU</u>	+ _____	= _____
Deception	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>CHA</u>	+ _____	= _____
Diplomacy	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>CHA</u>	+ _____	= _____
History	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>EDU</u>	+ _____	= _____
Insight	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>CHA</u>	+ _____	= _____
Intimidation	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>CHA</u>	+ _____	= _____
Investigation	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>EDU</u>	+ _____	= _____
Lore	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>EDU</u>	+ _____	= _____
Medicine	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>FOR</u>	+ _____	= _____
Nature	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>EDU</u>	+ _____	= _____
Perception	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>FOR</u>	+ _____	= _____
Performance	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>CHA</u>	+ _____	= _____
Religion	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>EDU</u>	+ _____	= _____
Sleight of Hand	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>DEX</u>	+ _____	= _____
Society	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>EDU</u>	+ _____	= _____
Stealth	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>AGI</u>	+ _____	= _____
Survival	<input type="radio"/>	<input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4 <input type="radio"/> 5	+ <u>FOR</u>	+ _____	= _____

# Basic Attacks

Attack: \_\_\_\_\_  
\_\_\_\_\_ vs. \_\_\_\_\_ Hit: \_\_\_\_\_ Miss: \_\_\_\_\_

Attack: \_\_\_\_\_  
\_\_\_\_\_ vs. \_\_\_\_\_ Hit: \_\_\_\_\_ Miss: \_\_\_\_\_

Attack: \_\_\_\_\_  
\_\_\_\_\_ vs. \_\_\_\_\_ Hit: \_\_\_\_\_ Miss: \_\_\_\_\_

Attack: \_\_\_\_\_  
\_\_\_\_\_ vs. \_\_\_\_\_ Hit: \_\_\_\_\_ Miss: \_\_\_\_\_

Attack: \_\_\_\_\_  
\_\_\_\_\_ vs. \_\_\_\_\_ Hit: \_\_\_\_\_ Miss: \_\_\_\_\_

# Languages

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Lore Specialties	Performance Specialties
_____	_____
_____	_____
_____	_____
_____	_____