

NAME: \_\_\_\_\_

CULTURE: \_\_\_\_\_

CULTURAL VIRTUE: \_\_\_\_\_

STR	DFT	VIT	COU	WIS	DEV

CLASH POINTS	MAX	CURRENT							
METTLE			FATE	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
VALOUR			DARK FATE	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
			CORRUPTION	[ ]					

WOUNDS	<input type="radio"/>	VALOUR × 3
	<input type="radio"/>	VALOUR × 2
	<input type="radio"/>	VALOUR × 1

**COMMON SKILLS**

- CRAFT \_\_\_\_\_ %
- DRIVE \_\_\_\_\_ %
- INFLUENCE \_\_\_\_\_ %
- PERCEPTION \_\_\_\_\_ %
- PERFORM \_\_\_\_\_ %
- RIDE \_\_\_\_\_ %
- SAIL \_\_\_\_\_ %
- SURVIVAL \_\_\_\_\_ %

**DEFENSIVE SKILLS**

- DODGE \_\_\_\_\_ %
  - ENDURANCE \_\_\_\_\_ %
  - WILLPOWER \_\_\_\_\_ %
- MARTIAL SKILLS**
- ATHLETICS \_\_\_\_\_ %
  - MELEE COMBAT \_\_\_\_\_ %
  - RANGED COMBAT \_\_\_\_\_ %
  - UNARMED COMBAT \_\_\_\_\_ %

**KNOWLEDGE SKILLS**

- CULTURE (OWN) \_\_\_\_\_ %
- CULTURE (OTHER) \_\_\_\_\_ %
- HEALING \_\_\_\_\_ %
- LORE \_\_\_\_\_ %
- ANCIENT LORE \_\_\_\_\_ %

**URBAN SKILLS**

- DECEPTION \_\_\_\_\_ %
- STEALTH \_\_\_\_\_ %
- THIEVERY \_\_\_\_\_ %
- TRADE \_\_\_\_\_ %

**TRAITS AND TALENTS** \_\_\_\_\_


**MAGIC** \_\_\_\_\_

	MAX	CURRENT	
DEVOTION POINTS			

RITE	%	DP	CP	EFFECT
<input type="radio"/>				
<input type="radio"/>				
<input type="radio"/>				
<input type="radio"/>				
<input type="radio"/>				

**COMBAT** \_\_\_\_\_

DAMAGE BONUS: \_\_\_\_\_ MOVE: \_\_\_\_\_ INITIATIVE: \_\_\_\_\_

WEAPON	DAMAGE	ARMOUR	PROTECTION

**EQUIPMENT** \_\_\_\_\_

CURRENCY: \_\_\_\_\_

ITEM	ENCUMBRANCE

TOTAL: \_\_\_\_\_  
 FATIGUE PENALTY: \_\_\_\_\_  
 CLASH POINT PENALTY: \_\_\_\_\_