



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

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

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

STR	DFT	VIT	COU	WIS	DEV
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

WOUNDS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	VALOUR × 3
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	VALOUR × 2
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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 \_\_\_\_\_ %

# Jackals

**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: \_\_\_\_\_