



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"/> | <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"/> | <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"/> | <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: _____