



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:	