

NAME: _____

CULTURE: _____

CULTURAL VIRTUE: _____

STR	DFT	VIT	COU	WIS	DEV

CLASH POINTS MAX CURRENT
 METTLE _____
 VALOUR _____

FATE	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
DARK FATE	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
CORRUPTION					

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"/>	<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"/>	<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"/>	<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 _____ %

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: _____