



Character Name: _____

Race(Size): _____ Gender: _____ Age: _____

Player Name: _____

Chronicle: _____ Advancements: _____

Orders: _____ Hair: _____ Height: _____

Elite Orders: _____ Eye: _____ Weight: _____

Attributes	Base	Specie Mod.	Misc. Mod.	Total	Attribute Mod.
	Brg	_____	_____	_____	_____
Nim	_____	_____	_____	_____	_____
Per	_____	_____	_____	_____	_____
Str	_____	_____	_____	_____	_____
Vit	_____	_____	_____	_____	_____
Wit	_____	_____	_____	_____	_____

Reactions	Specie Mod.	Misc. Mod.	Total
	Stamina	_____	_____
Swiftiness	_____	_____	_____
Willpower	_____	_____	_____
Wisdom	_____	_____	_____
Corruption	Base	Misc. Mod.	Total
	_____	_____	_____

Initiative	Swiftiness Mod.	Misc. Mod.	Total
		_____	_____
Defence 10 +	Nim Mod.	Misc. Mod.	Total
	_____	_____	_____
Renown	Base	Misc. Mod.	Total
	_____	_____	_____
Courage	Base	Misc. Mod.	Total
	_____	_____	_____

Racial Abilities ● _____

Order Abilities ● _____ (3)

Edges ● _____ (2)

Flaws ● _____

Skills ● _____

Brg		Brg Mod.	Skill Rank	Misc. Mod.	Total
Inquire	S	_____	_____	_____	_____
Inspire	S	_____	_____	_____	_____
Intimidate	S	_____	_____	_____	_____
Mimicry	P	_____	_____	_____	_____
Perform	S	_____	_____	_____	_____
Persuade	S	_____	_____	_____	_____
Ride	P	_____	_____	_____	_____

Nim		Nim Mod.	Skill Rank	Misc. Mod.	Total
Acrobatics	P	_____	_____	_____	_____
Games	P	_____	_____	_____	_____
Legerdemain	P	_____	_____	_____	_____
Stealth	P	_____	_____	_____	_____

Per		Per Mod.	Skill Rank	Misc. Mod.	Total
Insight	S	_____	_____	_____	_____
Observe	P	_____	_____	_____	_____
Search	P	_____	_____	_____	_____
Survival	P	_____	_____	_____	_____
Weather-sense	P	_____	_____	_____	_____

Str		Str Mod.	Skill Rank	Misc. Mod.	Total
Climb	P	_____	_____	_____	_____
Jump	P	_____	_____	_____	_____
Run	P	_____	_____	_____	_____
Smithcraft	P	_____	_____	_____	_____
Stonecraft	P	_____	_____	_____	_____
Swim	P	_____	_____	_____	_____
Teamster	P	_____	_____	_____	_____

Wit		Wit Mod.	Skill Rank	Misc. Mod.	Total
Appraise	A	_____	_____	_____	_____
Conceal	P	_____	_____	_____	_____
Debate	S	_____	_____	_____	_____
Guise	S	_____	_____	_____	_____
Healing	P	_____	_____	_____	_____
Sea-craft	P	_____	_____	_____	_____
Siegecraft	P	_____	_____	_____	_____
Track	P	_____	_____	_____	_____

Order/Racial Skill(1), Other Skill(2), Specialized(1)

• Craft P Nim Mod. Skill Rank Misc. Mod. Total

Mod.	Rank	Mod.	Total
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

• Language A Wit Mod. Skill Rank Misc. Mod. Total

Mod.	Rank	Mod.	Total
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

• Lore A Wit Mod. Skill Rank Misc. Mod. Total

Mod.	Rank	Mod.	Total
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Combat

Swiftness Stamina
 Willpower Wisdom

Initiative Defence

Damage Modify
Str Mod. Misc. Mod. Total

Armor
 Damage Absorbed

Combat Skills

Armed	P	Nim Mod.	Skill Rank	Misc. Mod.	Total
Axes					
Blades					
Clubs					
Polearms					

Ranged	P	Nim Mod.	Skill Rank	Misc. Mod.	Total
Bows					
Spears					
Thrown					

Unarmed	P	Nim Mod.	Skill Rank	Misc. Mod.	Total
Brawling					
Wrestling					

Weapons

Name	Range	Damage	Parry	Size	Special

Equipments & Gears

Total A	<input type="text"/> kg	B	<input type="text"/> kg
Average (StrX5)	~	<input type="text"/> kg	
Heavy (StrX10)	~	<input type="text"/> kg	
Very H. (StrX20)	~	<input type="text"/> kg	

Wound Level

Penalty	Health
Health	<input type="text"/>
Dazed	<input type="text"/>
Injured	<input type="text"/>
Wounded	<input type="text"/>
Incapacitated	<input type="text"/>
Near Death	<input type="text"/>

Wealth Weariness

	Effect	Total
Copper Pennies (c) <input type="text"/>	Hale (Fully Rested) 0	<input type="text"/>
Silver Pennies (sp=100c) <input type="text"/>	Winded -1	<input type="text"/>
Silver Pieces (SP=4sp) <input type="text"/>	Tored -2	<input type="text"/>
Gold Pennies (gp=1SP) <input type="text"/>	Wearied -4	<input type="text"/>
Gold Pieces (GP=4gp) <input type="text"/>	Spent -8	<input type="text"/>
	Exhausted *	<input type="text"/>

Background

Notes

Background notes area with multiple lines for text entry.

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