

Name	
Race	
Gender	
Age	

Social Standing	
Perks	

Profession	
Defining Skill	

Profession Abilities	

INT	
REF	
DEX	
BODY	
SPD	
EMP	
CRA	
WILL	
LUCK	

STUN	
RUN	
LEAP	
HP	
STA	
ENC	
REC	
Punch	
Kick	

Reputation	
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Improvement Points	
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Primary Weapon	
Weapon Accuracy	
Damage & Type	
Reliability	
Hands	
Range	
Effect	
Concealability	
Enhancement	
Weight	

Intelligence Skills	
Awareness	
Business	
Deduction	
Education	
Nordling	
Elder Speech	
Dwarven	
Monster Lore	
Social Etiquette	
Streetwise	
Tactics	
Teaching	
Wilderness Survival	

Dexterity Skills	
Archery	
Athletics	
Crossbow	
Sleight of Hand	
Stealth	

Craft Skills	
Alchemy	
Crafting	
Disguise	
First Aid	
Forgery	
Pick Lock	
Trap Crafting	

Body Skills	
Physique	
Endurance	

Will Skills	
Courage	
Illex Weaving	
Intimidation	
Spell Casting	
Resist Magic	
Resist Coercion	
Ritual Crafting	

Empathy Skills	
Charisma	
Deceit	
Fine Arts	
Gambling	
Grooming and Style	
Human Perception	
Leadership	
Persuasion	
Performance	
Seduction	

Reflex Skills	
Brawling	
Dodge/Escape	
Melee	
Riding	
Sailing	
Small Blades	
Staff/Spear	
Swordsmanship	

Training I.P.	

Armor		
Location	SP	Damage
Head		
Torso		
R. Arm		
L. Arm		
R. Leg		
L. Leg		
Notes		





