



Name _____

Traits **Skills**

Strength [e] Experience
Tallies

Fortitude [e] _____ d Survival (_____)
 _____ d Survival (_____)

Body [e] _____ d Swim
 _____ d Athletics
 _____ d Paddle

Melee [e] _____ d Blades
 _____ d Heavy Weapons
 _____ d Unarmed

Dexterity [e] _____ d Firearms
 _____ d Bow
 _____ d Thievery
 _____ d Craft (_____)

Agility [e] _____ d Stealth
 _____ d Acrobatics
 _____ d Ride
 _____ d Throw

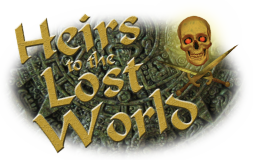
Notice [e] _____ d Insight
 _____ d Track
 _____ d Search
 _____ d Weather Sense

Presence [e] _____ d Persuade
 _____ d Leadership
 _____ d Intimidate
 _____ d Entertain (_____)
 _____ d Etiquette (_____)
 _____ d Etiquette (_____)

Cunning [e] _____ d Heal
 _____ d Sail
 _____ d Knowledge (_____)
 _____ d Knowledge (_____)
 _____ d Knowledge (_____)

Destiny Points

Current: _____
 Normal: _____ Max: _____
 (= Presence) (=5)



Core Derived Stats

Fitness: _____ (= Body)
 Speed: _____ (= Agility)
 Initiative: _____ (= Dex + Not. Cun)
 Fatigue: _____ Fear: _____ Drain: _____ Wounds: _____

Resist Targets

Dodge Defense: _____ (= Agility or Dexterity)
 Parry Defense: _____ (= Melee)
 Toughness: _____ (= Fortitude)
 Willpower: _____ (= Cunning or Presence)

Wealth

Home: _____ Away: _____

Assets

Area Knowledge Locations

Languages

Contacts

Combat Information

	Attack		Damage		Size	Range/Notes
	Trait	Skill	Trait	DD		
	Unarmed	e+	d	e+		
	e+	d	e+	d		<input type="checkbox"/>
	e+	d	e+	d		
	e+	d	e+	d		
	e+	d	e+	d		

Magic Trait

[e]
 Threshold: _____
 (= For + Pre + Cun)
 Focus: _____

Powers

