



Name

Traits Skills Experience Tallies

Strength e

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 ()

Combat Information

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

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

Magic Trait

e
 Threshold:
 (= For + Pre + Cun)
 Focus:

Powers