



Character Name:
Race:
Class:

Level:
Movement:

Action Points (AP)

Life Force
(Core Attribute)

Mind
(Core Attribute)

Defense
(Finesse + 12)

Strength

Intellect

Wound Counter

Sanity Counter

Speed
(Finesse + Wits)

Finesse

Wits

Fortitude
(Life Force + Vitality)

Epic Points

Health
(Vitality + Class Base)

Vitality

Sanity

Equipment & Possessions

Spirit
(Life Force + Class Bonus)

Spirit Power
(Life Force + Strength)
(12+)

Mana
(Mind + Class Bonus)

Willpower
(Mind + Intellect)
(12+)

Specializations (add the related core attribute to your main attribute if specialized)

Strength

- Fitness
- Smithing
- Swimming

Finesse

- Leather Working
- Lock Picking
- Piloting Air
- Piloting Land
- Piloting Water
- Prowess
- Riding
- Sneaking
- Thievery
- Mounted Combat

Weapons

- _____
- _____
- _____
- _____
- _____

Armors

- _____
- _____
- _____
- _____

Intellect

- Alchemy
- Arcane Awareness
- Biology
- Botany
- Enchanting
- Engineering
- Investigation
- Memory
- Navigation
- Urban Knowledge

Wits

- Awareness
- Fast Talking
- First Aid
- Forgery
- Intimidation
- Intuition
- Higher Negotiation
- Tracking
- Wildlife

Additional

- _____
- _____
- _____
- _____

Racial Benefits

Languages

Weapons

Gold
Silver
Copper

AP **Damage**

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

