Character Name: _____

Race: _____ Class: _____

Gender: _____ Age: _____

Height: _____ Weight: _____

Primary Origin: _____

Secondary Origin: _____

Attributes and Skills

Dexterity

- Acrobatics
- Bows
- Brawling Parry
- Dancing
- Deft Hands
- Dodge
- Melee Combat
- Thrown Weapon

Strength

- Brawling
- Climbing/Jumping
- Labour
- Running
- Stamina
- Swimming

Perception

- Gambling
- Games
- Hide
- Investigation
- Search
- Sneak

Mechanical

- Beast Riding
- Repair

Knowledge

- Anatomy
- Appraising
- Beasts
- Botanical
- Cultures
- First Aid
- Geography
- Heraldry
- History
- Law
- Navigation
- Scholar
- Streetwise
- Survival
- Tactics
- Willpower

Social

- Bargain
- Command
- Con
- Intimidation
- Persuasion

Languages

Points

Chance Points: _____ Fate Points: _____

Experience Points: _____

Class Points: _____ Move: _____

Perks

Conditions

Armour

Head	Shoulders	Torso	Upper Legs	Lower Legs	Extra
Bonus:	Bonus:	Bonus:	Bonus:	Bonus:	Bonus:

Weapons

Weapon	Damage	Difficulty	Range

Inventory

Item	Effect	Amount