Name | Concept

Player | Nature

Heroic Mortal

Attributes

Strength	○○○○○	Charisma	○○○○○	Perception	○○○○○
Dexterity	○○○○○	Manipulation	○○○○○	Intelligence	○○○○○
Stamina	○○○○○	Appearance	○○○○○	Wits	○○○○○

Abilities

WAR		LIFE		WISDOM	
❑ Archery	○○○○○	❑ Craft	○○○○○	❑ Bureaucracy	○○○○○
❑ Athletics	○○○○○	❑ Larceny	○○○○○	❑ Investigation	○○○○○
❑ Awareness	○○○○○	❑ Linguistics	○○○○○	❑ Lore	○○○○○
❑ Brawl	○○○○○	❑ Performance	○○○○○	❑ Medicine	○○○○○
❑ Dodge	○○○○○	❑ Presence	○○○○○	❑ Occult	○○○○○
❑ Endurance	○○○○○	❑ Ride	○○○○○	Specialties	
❑ Martial Arts	○○○○○	❑ Sail	○○○○○	❑ _____	○○○○○
❑ Melee	○○○○○	❑ Socialize	○○○○○	❑ _____	○○○○○
❑ Resistance	○○○○○	❑ Stealth	○○○○○	❑ _____	○○○○○
❑ Thrown	○○○○○	❑ Survival	○○○○○	❑ _____	○○○○○
				❑ _____	○○○○○

HEALTH

-0	❑❑❑❑❑❑
-1	❑❑❑❑❑❑
	❑❑❑❑❑❑
-2	❑❑❑❑❑❑
	❑❑❑❑❑❑
-4	❑
Incapacitated	❑

ESSENCE

○○○

Personal	
Peripheral	
Commited	

WILLPOWER

○○○○○○○○○○

❑❑❑❑❑❑❑❑❑❑

SOAK

B_____ L_____ A_____

VIRTUES

COMPASSION	TEMPERANCE
○○○○○	○○○○○
❑❑❑❑❑	❑❑❑❑❑
CONVICTION	**VALOR**
○○○○○	○○○○○
❑❑❑❑❑	❑❑❑❑❑

Base Initiative: _____

Base Dodge Pool: _____

WEAPONS & ATTACKS

Weapon/Attack	Speed	Accuracy	Damage	Defense	Rate	Range	Commit	Carried?
								❑
								❑
								❑
								❑
								❑
								❑
								❑
								❑
								❑
								❑

ARMOR & AMMUNITION

TYPE	B/L	FATIGUE	MOB PEN	COMMIT	Hard	DESCRIPTION	WORN?
	/						❑
	/						❑

AMMUNITION TYPE	AMOUNT
	❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑
	❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑ ❑

ARTIFACTS

Name	Level	Commit	Description	Carried?
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑
	❍❍❍❍❍			❑

BACKGROUNDS

Name	Rating	Description	Merit/Flaw	Level
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			
	❍❍❍❍❍			

HEARTHSTONES

Name	Level	Aspect	Description
	❍❍❍❍❍		
	❍❍❍❍❍		
	❍❍❍❍❍		
	❍❍❍❍❍		
	❍❍❍❍❍		
	❍❍❍❍❍		

SPECIALTIES

❑ ❍❍❍❍❍	❑ ❍❍❍❍❍	❑ ❍❍❍❍❍
❑ ❍❍❍❍❍	❑ ❍❍❍❍❍	❑ ❍❍❍❍❍
❑ ❍❍❍❍❍	❑ ❍❍❍❍❍	❑ ❍❍❍❍❍
❑ ❍❍❍❍❍	❑ ❍❍❍❍❍	❑ ❍❍❍❍❍
❑ ❍❍❍❍❍	❑ ❍❍❍❍❍	❑ ❍❍❍❍❍

LANGUAGES

Common Tongues		Common Tongues		New Tongues		Tribal Tongues
High Realm	❑	Seatongue	❑		❑	
Low Realm	❑	Forest-Tongue	❑		❑	
Riverspeak	❑	Tribal Tongues	❑		❑	
Skytongue	❑	Guild Cant	❑		❑	
Flametongue	❑	Old Realm	❑		❑	