CHARACTER NAME:
RACE: LEVEL:
CLASS: MOVEMENT:

TerraMentia

LIFE FORCE
*(Core Attribute)*

MIND
*(Core Attribute)*

ACTION POINTS

STRENGTH

INTELLECT

FINESSE Text

WITS

VITALITY

SANITY

SANITY COUNTER

DEFENSE
*(Finesse + 12)*

SPEED
*(Finesse + Wits)*

HEALTH
*(Vitality + Class Base)*

FORTITUDE
*(Life Force + Vitality)*

SPIRIT
*(Life Force + Class Bonus)*

SPIRIT POWER
*(Life Force + Strength or Class Attribute)*
(12+)

MANA
*(Mind + Class Bonus)*

WILLPOWER
*(Mind + Intellect or Class Attribute)*
(12+)

***SPECIALIZATIONS*** *(add the core attribute to the main attribute if specialized)*

- ○ _____ Fitness (str)
- ○ _____ Smithing (str)
- ○ _____ Swimming (str)
- ○ _____ Lock Picking (fin)
- ○ _____ Piloting Air (fin)
- ○ _____ Piloting Water (fin)
- ○ _____ Piloting Land (fin)
- ○ _____ Prowess (fin)
- ○ _____ Riding (fin)
- ○ _____ Sneaking (fin)
- ○ _____ Thievery (fin)
- ○ _____ Leather Working (fin)
- ○ _____ Mounted Combat (fin)
- ○ _____ Alchemy (int)
- ○ _____ Arcane Awareness (int)
- ○ _____ Biology (int)
- ○ _____ Botany (int)
- ○ _____ Enchanting (int)
- ○ _____ Engineering (int)
- ○ _____ Investigation (int)
- ○ _____ Memory (int)
- ○ _____ Navigation (int)
- ○ _____ Tailoring (int)
- ○ _____ Urban Knowledge (int)
- ○ _____ Additional _____

***Epic Points:***

***Languages***

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***SPECIALIZATIONS*** *(continued)*

- ○ _____ Awareness (wit)
- ○ _____ Fast Talking (wit)
- ○ _____ First Aid (wit)
- ○ _____ Forgery (wit)
- ○ _____ Intimidation (wit)
- ○ _____ Intuition (wit)
- ○ _____ Higher Negotiation (wit)
- ○ _____ Tracking (wit)
- ○ _____ Wildlife (wit)

Text

***SPECIALIZATIONS*** *(add the core attribute to the main attribute if specialized for weapons only)*

- ○ _____ Weapon Type 1 _____
- ○ _____ Weapon Type 2 _____
- ○ _____ Weapon Type 3 _____
- ○ _____ Weapon Type 4 _____
- ○ _____ Weapon Type 5 _____
- ○ _____ Weapon Type 6 _____
- ○ Armor Type _____
- ○ Armor Type _____
- ○ Armor Type _____
- ○ Armor Type _____
- ○ Armor Type _____

CHARACTER NAME

***EQUIPMENT***

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WOUND COUNTER

TerRaMentia

***CLASS & RACIAL BENEFITS***

***POSSESSIONS***

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***Personality***

***WEALTH***

GOLD

SILVER

COPPER

***CHARACTER BACKGROUND***

CHARACTER NAME

Terramentia

| LEVEL 1 SPELL/ABILITY NAME | S | M | A |
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| LEVEL 2 SPELL/ABILITY NAME | S | M | A |
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| LEVEL 3 SPELL/ABILITY NAME | S | M | A |
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| LEVEL 5 SPELL/ABILITY NAME | S | M | A |
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| LEVEL 7 SPELL/ABILITY NAME | S | M | A |
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| LEVEL 9 SPELL/ABILITY NAME | S | M | A |
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| LEVEL 12 SPELL/ABILITY NAME | S | M | A |
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| LEVEL 15 SPELL/ABILITY NAME | S | M | A |
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| LEVEL 17 SPELL/ABILITY NAME | S | M | A |
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