

CHARACTER NAME:

RACE:

CLASS:

LEVEL:

MOVEMENT:



LIFE FORCE

(Core Attribute)

MIND

(Core Attribute)

ACTION POINTS

STRENGTH

INTELLECT

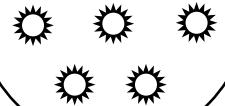
FINESSE Text

WITS

VITALITY

SANITY

SANITY COUNTER



DEFENSE

(Finesse + 12)

SPEED

(Finesse + Wits)

HEALTH

(Vitality + Class Base)

SPIRIT

(Life Force + Class Bonus)

MANA

(Mind + Class Bonus)

FORTITUDE

(Life Force + Vitality)

SPIRIT POWER

(Life Force + Strength or Class Attribute)

(12+)

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

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

SPECIALIZATIONS (continued)

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

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 _____

