



NAME _____ PLAYER _____
 FACTION _____ SHAPING _____

ATTRIBUTES

BODY CONVICTION CUNNING PASSION REASON PROWESS
 RATING:

FATE FOCUS BASE CURRENT

SKILLS

	NAME	RATING
NATURAL	ATHLETICS	6+ 5+ 4+ 3+ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	AUTHORITY	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	LOGIC	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	PANACHE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	PERCEPTION	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	RESOLVE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
LEARNT		6+ 5+ 4+ 3+
	CRAFTS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	KEENING	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	KNOWLEDGE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	MEDICINE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	STEALTH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
COMBAT		6+ 5+ 4+ 3+
	ARCHERY	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	FIGHT	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	MARKSMANSHIP	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	MELEE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

MOTIVATIONS

MAXIMUM MOTIVATIONS:

Passion + Conviction: if 5 or less = 1, if 6-9 = 2, if 10 or more = 3

FOUNDATION: _____ ACHIEVEMENT POINTS: /
 DRIVE: _____ INVOKED

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 DRIVE: _____ INVOKED

FOUNDATION: _____ ACHIEVEMENT POINTS: /
 DRIVE: _____ INVOKED

QUALITIES

ARIETTA

CREED

NAME: _____
 PERMANENT CREED:
 TEMPORARY CREED:

SPITE

HOLLOW NATURE: _____
 PERMANENT SPITE:
 TEMPORARY SPITE:

ANIMA

	MAX	CURRENT
LIGHT ANIMA	<input type="text"/>	<input type="text"/>
NEUTRAL ANIMA	<input type="text"/>	<input type="text"/>
DARK ANIMA	<input type="text"/>	<input type="text"/>

SPECIALITIES

EQUIPMENT

NAME	DMG	POOL	RNG	AMMO

INVENTORY

VITALITY

	TH
INJURED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
MAULED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
CRITICAL <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
DEADLY <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
RESILIENCE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> OVER KILL <input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="text"/>