



CHARACTER RECORD SHEET

COURAGE		_____	DEXTERITY		_____
SAGACITY		_____	AGILITY		_____
INTUITION		_____	CONSTITUTION		_____
CHARISMA		_____	STRENGTH		_____

Physical Skills	attr	enc	IC	SP	Notes	
Body Control				yes	D	_____
Carousing				no	A	_____
Climbing				yes	B	_____
Dancing				yes	A	_____
Feat of Strength				yes	B	_____
Flying				yes	B	_____
Gaukelei				yes	A	_____
Perception				maybe	D	_____
Pickpocket				yes	B	_____
Riding				yes	B	_____
Self-control				no	D	_____
Singing				maybe	A	_____
Stealth				yes	C	_____
Swimming				yes	B	_____

Social Skills	attr	enc	IC	SP	Notes	
Disguise				yes	B	_____
Empathy				no	C	_____
Etiquette				maybe	B	_____
Fast-talk				no	C	_____
Intimidation				no	B	_____
Persuasion				no	B	_____
Seduction				maybe	B	_____
Streetwise				maybe	C	_____
Willpower				no	D	_____

Nature Skills	attr	enc	IC	SP	Notes	
Animal Lore				yes	C	_____
Fishing				maybe	A	_____
Orienting				no	B	_____
Plant Lore				maybe	C	_____
Ropes				maybe	A	_____
Survival				yes	C	_____
Tracking				yes	C	_____

ADVANTAGES, DISADVANTAGES & SPECIAL ABILITIES

NAME	_____	PLAYER	_____
RACE	_____	LEVEL	_____
PROFESSION	_____	GENDER	_____
CULTURE	_____	AGE	_____
SOCIAL STATUS	_____	HEIGHT	_____
DESCRIPTION	_____	WEIGHT	_____

LANGUAGES & SCRIPTS

Knowledge Skills	attr	enc	IC	SP	Notes
Astronomy			no	A	_____
Gambling			no	A	_____
Geography			no	B	_____
History			no	B	_____
Law			no	A	_____
Magical Lore			no	C	_____
Mathematics			no	A	_____
Mechanics			no	B	_____
Myths & Legends			no	B	_____
Religion			no	B	_____
Sphere lore			no	B	_____
Warfare			no	B	_____

Craft Skills	attr	enc	IC	SP	Notes	
Alchemy				yes	C	_____
Artistic Ability				yes	A	_____
Clothworking				yes	A	_____
Commerce				no	B	_____
Driving				yes	A	_____
Earthencraft				yes	A	_____
Leatherworking				yes	B	_____
Metalworking				yes	C	_____
Music				yes	A	_____
Pick Locks				yes	C	_____
Prepare Food				yes	A	_____
Sailing				yes	B	_____
Treat Disease				yes	B	_____
Treat Poison				yes	B	_____
Treat Soul				no	B	_____
Treat Wounds				yes	D	_____
Woodworking				yes	B	_____

FATE POINTS

Stat	Bonus	Max	Current
TOTAL AP	REMAINING SP		SUCCESSES (QL)
UNSPENT AP	0-3		1
	4-6		2
	7-9		3
	10-12		4
	13-15		5
	16		6



Life Points		Race	___	+	(CON x2)	___	=	___
max		current						

CHARISMA  _____ STRENGTH  _____

2H Swords		no	C			
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[illegible]



PRIMARY ATTRIBUTE (ATTR) _____

current

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Effect

[illegible]



PRIMARY ATTRIBUTE (ATTR) _____

max	current
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[illegible]