Full Character Name _____

Player _____ Position _____

Region/Culture _____ Race _____

Religion/Position _____

Influence _____

Personality _____

_____

_____

_____

Gender ___
Age ___
Born ___ /__
Dam ___
Hits ___
Spirit ___
Appeal ___
Learn ___
Study ___
Focus ___
Move ___

Combat (Learn)	**Att/Def**		**Dam**
_____	____	____	____
_____	____	____	____
_____	____	____	____
_____	____	____	____
_____	____	____	____
_____	____	____	____
_____	____	____	____
_____	____	____	____

Equipment

Armor _____

Clothing _____

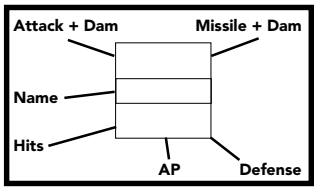
Spells (Focus) ___

Debts and Funds at Locations

Spirits **Mana**

Spirit: Own (__)+Enchant (__) ___

Contacts and Relationships



AP
.#. = +4
(#) = +6
[#] = +8

Def.
(#) = all

Social Skills (Appeal) ___
Courtesy ___
Deception ___
Investigation ___
Leadership ___
Orate ___
_____ ___
_____ ___

Physical Skills (Learn) ___
Athletics ___
Avoid ___
Craft _____ ___
Ride [0] ___
Stealth ___
_____ ___
_____ ___

Mental Skills (Study) ___
Administration ___
Fieldcraft ___
First Aid ___
Folklore [0/5] ___
Heraldry [0/5] ___
Humanities [0/5] ___
Law ___
Merchantile ___
Monomon (Heraldry) [5/0] ___
Tantara (Humanities) [5/0] ___
Theology _____ ___
Training _____ ___
Vokadrazana (Folklore) [5/0] ___

Magical Skills (Focus) ___
Capacity [*] ___
Enchant [0] Remaining: ___ ___
Perceive [5] ___

Languages (Appeal/Study)___ ___
Dialect, Class Speak/Read