NAME:

RACE:

DEFINING QUOTE:

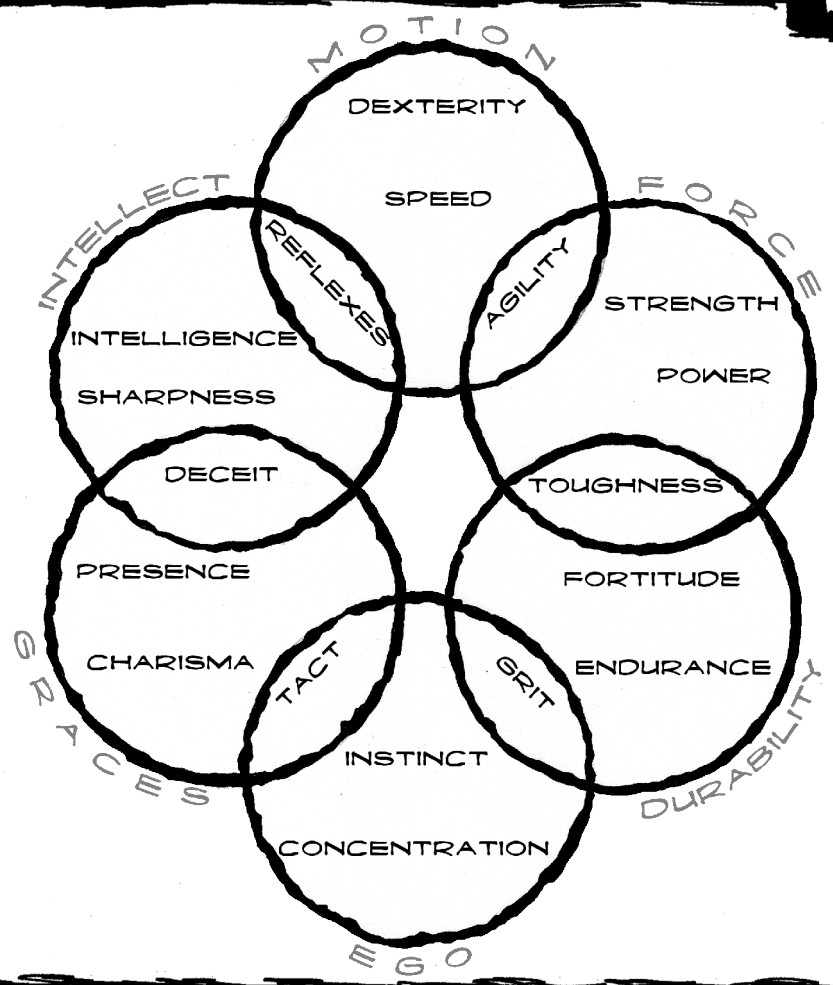
TRAITS

Starting

Minor

Major

Master



SKILLS

Skill	Bonus
	–

WEALTH	INFLUENCE

ABILITIES

EQUIPMENT

COMBAT PROFICIENCY

Weapon	Bonus	Weapon	Bonus

Total:

WEAPONS

Weapon	Internal	Concussive

STROKES OF LUCK

INTERNAL HEALTH MAX:

CONCUSSIVE HEALTH MAX: