



# COMPLICATIONS

Motivation \_\_\_\_\_

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Other \_\_\_\_\_

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# CHARACTER PORTRAIT



# EQUIPMENT

EQUIPMENT POINTS SPENT

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# ORIGIN

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# NOTES

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# SKILLS

	Total	=	Ability	+	Ranks	+	Other	Usable Untrained
Acrobatics	<input type="text"/>	=	Agl	+	<input type="text"/>	+	<input type="text"/>	N
Athletics	<input type="text"/>	=	Str	+	<input type="text"/>	+	<input type="text"/>	Y
Close Combat	Choose Specialisation							
_____	<input type="text"/>	=	Fgt	+	<input type="text"/>	+	<input type="text"/>	Y
_____	<input type="text"/>	=	Fgt	+	<input type="text"/>	+	<input type="text"/>	Y
_____	<input type="text"/>	=	Fgt	+	<input type="text"/>	+	<input type="text"/>	Y
Deception	<input type="text"/>	=	Pre	+	<input type="text"/>	+	<input type="text"/>	Y
Expertise	Choose Specialisation							
_____	<input type="text"/>	=	Int	+	<input type="text"/>	+	<input type="text"/>	N
_____	<input type="text"/>	=	Int	+	<input type="text"/>	+	<input type="text"/>	N
_____	<input type="text"/>	=	Int	+	<input type="text"/>	+	<input type="text"/>	N
Insight	<input type="text"/>	=	Awe	+	<input type="text"/>	+	<input type="text"/>	Y
Intimidation	<input type="text"/>	=	Pre	+	<input type="text"/>	+	<input type="text"/>	Y
Investigation	<input type="text"/>	=	Int	+	<input type="text"/>	+	<input type="text"/>	Y
Perception	<input type="text"/>	=	Awe	+	<input type="text"/>	+	<input type="text"/>	Y
Persuasion	<input type="text"/>	=	Pre	+	<input type="text"/>	+	<input type="text"/>	Y
Ranged Combat	Choose Specialisation							
_____	<input type="text"/>	=	Dex	+	<input type="text"/>	+	<input type="text"/>	Y
_____	<input type="text"/>	=	Dex	+	<input type="text"/>	+	<input type="text"/>	Y
_____	<input type="text"/>	=	Dex	+	<input type="text"/>	+	<input type="text"/>	Y
Sleight of Hand	<input type="text"/>	=	Pre	+	<input type="text"/>	+	<input type="text"/>	N
Stealth	<input type="text"/>	=	Agl	+	<input type="text"/>	+	<input type="text"/>	Y
Technology	<input type="text"/>	=	Int	+	<input type="text"/>	+	<input type="text"/>	N
Treatment	<input type="text"/>	=	Int	+	<input type="text"/>	+	<input type="text"/>	N
Vehicles	<input type="text"/>	=	Dex	+	<input type="text"/>	+	<input type="text"/>	N
	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	
	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	
	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	

# NOTES

