



Strength



Dexterity



Toughness



Intelligence



Wisdom



Resolve

Proficiencies	Edge	+1 d6
Acrobatics	<input type="checkbox"/>	<input type="checkbox"/>
Astrana	<input type="checkbox"/>	<input type="checkbox"/>
Athletics	<input type="checkbox"/>	<input type="checkbox"/>
Craft	<input type="checkbox"/>	<input type="checkbox"/>
Engineer	<input type="checkbox"/>	<input type="checkbox"/>
Entertain	<input type="checkbox"/>	<input type="checkbox"/>
Influence	<input type="checkbox"/>	<input type="checkbox"/>
Investigation	<input type="checkbox"/>	<input type="checkbox"/>
Lore	<input type="checkbox"/>	<input type="checkbox"/>
Medical	<input type="checkbox"/>	<input type="checkbox"/>
Perception	<input type="checkbox"/>	<input type="checkbox"/>
Ride	<input type="checkbox"/>	<input type="checkbox"/>
Stealth	<input type="checkbox"/>	<input type="checkbox"/>
Silver Tongue	<input type="checkbox"/>	<input type="checkbox"/>
Survival	<input type="checkbox"/>	<input type="checkbox"/>
Technology	<input type="checkbox"/>	<input type="checkbox"/>

Other Proficiencies

Language(s):

Tool(s):

Weapon(s):

Armor:
(requires Toughness - cloth 0, light 4, medium 6, or heavy 8)

Spellcaster ☐
(you're a spellcaster if you can cast at least one spell)

Other:



Defense



Armor



Guard



Health



Astral



Speed / Initiative



Resist / Weakness



Discipline

Notes

Personality:

Goals:

Convictions:

Connections:

Equipment		
		weapon
		weapon
		weapon
		weapon
		armor
		guard
		GL

Melee / Heavy Attack <small>(STR + Weapon Attack +1d6.)</small>	Ranged / Precision Attack <small>(DEX + Weapon Attack +1d6.)</small>	Unarmed Attack <small>(STR + DEX +1d6.)</small>
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Attacks/Spells

Skill Branches

Class Skills

Themes

Race Skills