

Caerbannog

CHARACTER NAME _____

PLAYER NAME _____

CAMPAIGN / GAME MASTER _____

ORIGIN _____

FACTION / AFFILIATION _____

GENDER _____

SKILLS

PHYSICAL: + <input type="text"/> <small>BONUS</small>	PRACTICAL: + <input type="text"/> <small>BONUS</small>	SCIENCE: + <input type="text"/> <small>BONUS</small>	SOCIAL: + <input type="text"/> <small>BONUS</small>
AGILITY κ6 κ8 κ10 κ12 ○○○○	ANIMAL HANDLING κ6 κ8 κ10 κ12 ○○○○	MEDICINE κ6 κ8 κ10 κ12 ○○○○	CHARISMA κ6 κ8 κ10 κ12 ○○○○
ATHLETICS κ6 κ8 κ10 κ12 ○○○○	RIDE κ6 κ8 κ10 κ12 ○○○○	NATURE KNOWLEDGE κ6 κ8 κ10 κ12 ○○○○	CUNNING κ6 κ8 κ10 κ12 ○○○○
PERCEPTION κ6 κ8 κ10 κ12 ○○○○	SURVIVAL κ6 κ8 κ10 κ12 ○○○○	SCIENCE KNOWLEDGE κ6 κ8 κ10 κ12 ○○○○	INTIMIDATION κ6 κ8 κ10 κ12 ○○○○
COMBAT: + <input type="text"/> <small>BONUS</small>	TRAINED: + <input type="text"/> <small>BONUS</small>	HUMANISTIC: + <input type="text"/> <small>BONUS</small>	MYSTICAL: + <input type="text"/> <small>BONUS</small>
WEAPON COMBAT κ6 κ8 κ10 κ12 ○○○○	INQUISITIVENESS κ6 κ8 κ10 κ12 ○○○○	PROFESSION κ6 κ8 κ10 κ12 ○○○○	MYSTICISM κ6 κ8 κ10 κ12 ○○○○
RANGED COMBAT κ6 κ8 κ10 κ12 ○○○○	STEALTH κ6 κ8 κ10 κ12 ○○○○	GENERAL KNOWLEDGE κ6 κ8 κ10 κ12 ○○○○	MYSTICAL COMBAT κ6 κ8 κ10 κ12 ○○○○
MELEE COMBAT κ6 κ8 κ10 κ12 ○○○○	THIEVERY κ6 κ8 κ10 κ12 ○○○○	SOCIAL KNOWLEDGE κ6 κ8 κ10 κ12 ○○○○	MYSTICAL KNOWLEDGE κ6 κ8 κ10 κ12 ○○○○

ENDURANCE

CURRENT / MAXIMUM

DETERMINATION

CURRENT / MAXIMUM

VITALITY

CURRENT / MAXIMUM

SPEED

SQUARES / METRES

CAPACITY

CURRENT / MAXIMUM

INITIATIVE

BLOCK

κ6 κ8 κ10 κ12
○○○○
○○○○

RESISTANCE

κ6 κ8 κ10 κ12
○○○○
○○○○

DODGE

κ6 κ8 κ10 κ12
○○○○
○○○○

INTUITION

κ6 κ8 κ10 κ12
○○○○
○○○○

CONCENTRATION

κ6 κ8 κ10 κ12
○○○○
○○○○

COMPOSURE

κ6 κ8 κ10 κ12
○○○○
○○○○

ACTIONS

_____ ○○○○+

_____ ○○○○+

_____ ○○○○+

REACTIONS

_____ ○○○○+

_____ ○○○○+

_____ ○○○○+

MOMENTUM

_____ ○○○○+

_____ ○○○○+

_____ ○○○○+

MOMENTUM+ ACTION/REACTION

_____ ○○○○+

_____ ○○○○+

Caerbannog

CHARACTER NAME

HAIR COLOR

EYE COLOR

HEIGHT

WEIGHT

AGE

PORTRAIT

SOCIAL ADVANTAGES

FAVORS: ○○○○ WEALTH: ○○○○ CONTACTS: ○○○○

ALLIES:

AGENTS:

TITLES:

ORIGIN

BACKGROUNDS

SPECIAL FEATURES

ASPIRATIONS

BACKGROUND

BACKGROUND

SHORT-TERM REQUIREMENTS

SHORT-TERM REQUIREMENTS

LONG-TERM REQUIREMENTS

LONG-TERM REQUIREMENTS

EQUIPMENT