

	TED	PLAYER: CASTE:	UITES	_ MOTIVATION:	
Strength:		CHARISMA: MANIPULATION: APPEARANCE:	00000 00000	Perception:Intelligence: Wits:	
ABILIT	TIES		OTHER	TRAITS	
DAWI		BACKGRO	OUNDS	WILLI	POWER
ARCHERY	00000		00000	00000	00000
MartialArts	00000		00000		
■MELEE			00000		
THROWN			00000	Essi	FNCF
■WAR	00000		00000		LIVCL
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☐ Performance			00000	Personal	
☐ Presence			00000	Peripheral	
☐ RESISTANCE		CHAR		Сомміттєр	
SURVIVAL	00000	Name	Cost	0 0	
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CRAFT				B L	ΛΙΧ
☐ INVESTIGATION					
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■ MEDICINE				1127	
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ATHLETICS				-2 [
AWARENESS					
Dodge				- 4	
☐ LARCENY				,	
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Bureaucracy				VIR	TUES
LINGUISTICS		-		Compassion	Temperance
RIDE				●0000	●0000
SAIL	00000	11	0.1.0		
SOCIALIZE	00000	∣ WEAP	ONS	Conviction	Valor
SPECIAL	TIES			●0000	• 0000
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	00000			<u></u> LIMIT	Break
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Atributes: 8/6/4,Caste Abilities: 10,A		FVDED	T = N = =		
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Atributes: 8/6/4,Caste Abilities: 10,Another Abilities (inclued caste): 18, Backgrounds: 7, Charms: 10 (five from caste or favored abilities), Virtue: 5, Essence: 2, Willpower: The total of two of your higgest virtues, Personal essence: (Essencex3) + Willpower, Peripheral Essence: (Essencex7) + Willpower + (The sum of character virtues), Healt: 7 + charms skills, Bonus points: 15.

EXPERIENCE.