

Character Name -  
Concept -  
Motivation -

Character Picture

Aspects

Role: \_\_\_\_\_

Race/culture: \_\_\_\_\_

Rest: \_\_\_\_\_

invoke and spend a Fudge Point for +2.

When Compelled for consequences gain a Fudge Point.

Gifts and Faults

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Attributes

Agility \_\_\_\_\_

Perception \_\_\_\_\_

Strength \_\_\_\_\_

Willpower \_\_\_\_\_

Health \_\_\_\_\_

General Knowledge \_\_\_\_\_

Skills

Combat

Primary: \_\_\_\_\_

Secondary: \_\_\_\_\_

All Others: \_\_\_\_\_

Bow Weapons - ( )

Melee - ( )

Siege Weapons

Tactics - ( )

Thrown Weapons - ( )

Covert

Primary: \_\_\_\_\_

Secondary: \_\_\_\_\_

All Others: \_\_\_\_\_

Bribery

Disguise

Forgery

Interrogation

Intrusion

Investigation

\*Persuasion - (*Fast Talk*)

\*Recon

Stealth

\*Streetwise

Exploration & Transport

Primary: \_\_\_\_\_

Secondary: \_\_\_\_\_

All Others: \_\_\_\_\_

Animals - ( )

Exploration and Survey

Hunting

Prospecting

\*Recon

Survival

Water Vehicle - ( )

Professional

Primary: \_\_\_\_\_

Secondary: \_\_\_\_\_

All Others: \_\_\_\_\_

Academic - ( )

\*Admin and Legal

Artistic - ( )

Craft - ( )

\*Steward

Medical

Merchant

Social

Primary: \_\_\_\_\_

Secondary: \_\_\_\_\_

All Others: \_\_\_\_\_

\*Admin and Legal

Carousing

Gambling

Instruction

Leadership

Persuasion - ( )

\*Steward

\*Streetwise

