Name:	Heritage:						Archetype:			Level:	
Description:										Exp:	
										Attribute	
										Points	
Combat	Skil	I	J	Will	End	urance		Pool	Cı	ırrent	Recovery (Rest)
		$\Big)$					Health				Endurance
Weapon/Spo	ell	Atta	ck	Damage		Range	Mana Limit:				5+
Notes:							Effort				Level 1-4: <b>1</b> Level 5-9: <b>2</b> Level 10-14: <b>3</b>
Weapon/Spo	ell	Atta	ck	Damage		Range	Physica 3 + Combat +		nse:		Block: Dodge: Guard:
Notes:							Energy	Defen	50.		Block:
Weapon/Sp	ell	Atta	ck	Damage		Range	Energy Defense: 3 + (Combat or Will)				Dodge:
Notes:							Mental 3 + Willpower	•	se:		Ward:
Talents	Attribu		Expertise	Ronuses	Armor Penalty	Total					Fatigue
Acrobatics	S	+	_ W G	+	-	1 ocai	<b>Balance:</b> 5 + (Acrobatics or Grapple)				1
Alchemy	S/W	+		+			3 + (Acrobatic	s or Grappie	e) 		2
Athletics	С	+		+	_		Intuition:			3	
Beast Handling	S	+		+	-		5 + (Focus or I	5 + (Focus or Insight)			4
Craft	S	+		+	-		Vitality	Vitality: 5 + Stamina			5
Culture	S	+		+			1				6
Devices	S	+		+	-						
Focus	Any			+			Notes:				
Grapple	С	+		+							
Healing	S	+		+	-						
Insight	S	+		+							
Investigate	S	+		+							
Mythos	S	+		+		-					
Nature	S	+		+							
Perception Persuasion	S	+		+							
Stamina	E	+		+		+					
Stamina Stealth	S			+							
Willpower	W	+		+	- ////////						
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Powers & Features		Proficiencies	Languages		
		C Light Armor	Common (Gaian)		
		Medium Armor			
		Heavy Armor			
		Light Shields			
		Heavy Shields			
		Axes			
		Bows			
		Crossbows	Speed		
		Daggers			
		Maces			
Maneuvers	Martial Arts				
Standard Maneuver (Any Action + Standard Move)	Spears	Inspiration			
		Swords	Inspiración		
			_		
			_		
		$\bigcirc$	) [		
		0 14/			
Weapons Inventory [Up to 2 Large Items]	Arm	or & Wearables			
Backpack [Up to 8 Medium Items]	Belt	Pouch [Up to 8 Small Ite	ems]		
	Pocl	kets [Up to 4 Small]	Coin Pouch		
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