

Player: \_\_\_\_\_



## Identity

Character Disposition: \_\_\_\_\_

Disabling Characteristics: \_\_\_\_\_

## History

INT:  
(INTELLIGENCE

For every point in **INTELLIGENCE** recieve **3 additional skill points** to spend in character creation and the player recieves an additional die for all attack and defense rolls

[illegible]

Core (+STR +REF +INT)

Perception

Athletics				
Grapple				
Swim				
Aim/Throw				

Acrobatics				
Ride/Pilot				
Sleight of Hand				
Stealth				

Deception				
Persuasion				
Infiltration				
Survival				



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Penalty:


[illegible]

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## Notes

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