



Name
Ancestry / App. Ancestry
Age / App. Age /
(App.) Gender
Build / Form
Religion (if any)

Appearance
Personality

Background
Quirk / Hatred / Odd Habit

Languages
Size
Speed

Racial Talents

Attributes & Characteristics



Strength



Will



Agility



Intellect



Health



Damage



Healing Rate



Insanity



Power



Defense



Corruption



Perception

Fortune

Professions

Wealth

Paths

Novice Path
Training
Talents

Expert Path
Character Objectives
Story Development
Talents

Master Path
Master Quest
Story Development
Talents

Equipment

Armor	Defense
Properties	

Weapon	Hands	Dmg
Properties		

Weapon	Hands	Dmg
Properties		

Ranged Weapon	Hands	Dmg
Properties		

Shield	Hands	Dmg
Properties		

Gear

Spellname	Casts/day	Spent	Spellname	Casts/day	Spent
Tradition	Type	Rank	Tradition Type	Type	Rank
Requirement			Requirement		
Target / Area			Target / Area		
Duration	Page		Duration	Page	

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