

## Physical Specialty Aspects

Agility	Endurance
Perception	Strength


Minor: \_\_\_\_\_  
 Major: \_\_\_\_\_  
 Severe (P): \_\_\_\_\_  
 Extreme(P): \_\_\_\_\_  
 Defeated(P): \_\_\_\_\_



## Mental Specialty Aspects

Craft	Knowledge
Reasoning	Willpower


Minor: \_\_\_\_\_  
 Major: \_\_\_\_\_  
 Severe (P): \_\_\_\_\_  
 Extreme(P): \_\_\_\_\_  
 Defeated(P): \_\_\_\_\_



## Social Specialty Aspects

Deception	Empathy
Persuasion	Resources


Minor: \_\_\_\_\_  
 Major: \_\_\_\_\_  
 Severe (P): \_\_\_\_\_  
 Extreme(P): \_\_\_\_\_  
 Defeated(P): \_\_\_\_\_

Name: \_\_\_\_\_

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

Defining Aspect: \_\_\_\_\_

### Other Character Aspects

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Weapon: \_\_\_\_\_

WR: \_\_\_\_\_ Range: \_\_\_\_\_

Notes: \_\_\_\_\_

Weapon: \_\_\_\_\_

WR: \_\_\_\_\_ Range: \_\_\_\_\_

Notes: \_\_\_\_\_

Armor: \_\_\_\_\_

Stress:  AR: \_\_\_\_\_

Notes: \_\_\_\_\_

Shield: \_\_\_\_\_ AR: \_\_\_\_\_

Notes: \_\_\_\_\_

### Advantages/Equipment

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Stress Track


Minor: \_\_\_\_\_  
 Major: \_\_\_\_\_  
 Severe (P): \_\_\_\_\_  
 Extreme(P): \_\_\_\_\_  
 Defeated(P): \_\_\_\_\_

Refresh

XP