

Name :			Alias :		
Health :	Unique Vitality:	Willpower:	Str : ()	Con : ()	
Current health:	Current Vitality:	()	Grapple : Blocking :	Fortitude : Metabolism :	
			Labour : Knockout :	Endurance : Survival :	
Species :	Powers :		Dex : ()	Int : ()	
			Finesse :	Power knowledge : History :	
			Acrobatics :	Ingenuity :	
			Evasion : Stealth :	Weapon Knowledge :	
			Accuracy :	Tech Knowledge :	
Body Weight :	Move speed :		Wis : ()	Cha : ()	
()	()		Insight : Creativity :	Persuasion : Diplomacy :	
Carry Weight :	S-P :		World Knowledge :	Deceit : Taunt :	
(/)			Perception :	Nerve :	
			Investigation :	Intimidation : Seduction :	
Character Level:			Power Level:		
Xp for next level:			Xp for next level:		
Current Xp:			Current Xp:		
Vices :			Likes :		
Virtues :			Dislikes :		
Obsessions :			Fears :		
Ailments :			Physical appearance:		
			Height: Age:		

Background

Place of origin :	Friends / Family :
Relations / Upbringing :	Fame / Upstanding :
Wealth :	Affiliations :
Currency :	Equipped items :

INVENTORY		
WEAPONS	ARMOUR	MISC. ITEMS
TOTAL WEIGHT:	TOTAL WEIGHT:	TOTAL WEIGHT:

Player abilities

Melee damage :	Power based dice (damage, healing, etc.) :	Power abilities :
Melee weapon damage :	Ranged weapon damage :	
Damage resistances :		Weakness :

Trades