

Guildsmen

Character

Name: _____
 Species: _____
 Physique: _____
 Demeanor: _____

Stats

-1 +0 +1 +2 +3
 Tough: ● ○ ○ ○ ○
 Nimble: ● ○ ○ ○ ○
 Competence: ● ○ ○ ○ ○
 Constitution: ● ○ ○ ○ ○
 Spirit: ● ○ ○ ○ ○

Wealth

● Destitute
 ○ Poor
 ○ Moderate
 ○ Wealthy
 ○ Exquisite

Skills

Craft

Primary (+2): _____ Secondary (+1): _____
 -1 +0 +1 +2 +3
 ● ○ ○ ○ ○

Investigate

Primary (+2): _____ Secondary (+1): _____
 -1 +0 +1 +2 +3
 ● ○ ○ ○ ○

Leadership

Primary (+2): _____ Secondary (+1): _____
 -1 +0 +1 +2 +3
 ● ○ ○ ○ ○

Medic

Primary (+2): _____ Secondary (+1): _____
 -1 +0 +1 +2 +3
 ● ○ ○ ○ ○

Myth

Primary (+2): _____ Secondary (+1): _____
 -1 +0 +1 +2 +3
 ● ○ ○ ○ ○

Nature

Primary (+2): _____ Secondary (+1): _____
 -1 +0 +1 +2 +3
 ● ○ ○ ○ ○

Performance

Primary (+2): _____ Secondary (+1): _____
 -1 +0 +1 +2 +3
 ● ○ ○ ○ ○

Social

Primary (+2): _____ Secondary (+1): _____
 -1 +0 +1 +2 +3
 ● ○ ○ ○ ○

Sneaky

Primary (+2): _____ Secondary (+1): _____
 -1 +0 +1 +2 +3
 ● ○ ○ ○ ○

Tech

Primary (+2): _____ Secondary (+1): _____
 -1 +0 +1 +2 +3
 ● ○ ○ ○ ○

Throwdown

Primary (+2): _____ Secondary (+1): _____
 -1 +0 +1 +2 +3
 ● ○ ○ ○ ○

Luck

-3 -2 -1 +1 +2 +3
 ● ○ ○ ○ ○ ○

Harm

○ ○ ○ ○ ○
 ○ ○ ○ ○ ○
 Dying ○

Experience

Points
 ○ ○ ○ ○ ○

Myth Addiction

Level
 1 2 3 4 5 6 7 8
 █ █ █ █ █ █ █ █
 ○ ○ ○ ○ ○ ○ ○ ○
 Need ▲ Start

Uses Available

Goals and Motives

Flaws and Weaknesses

Personal Morals

Important Connections

Gear

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