Player Name:	Character Name:	Game Master:	Classes:	Levels:	
Interest:	Alignment:/_/_	Virtue:			
Race:	Gender:	Birth Month:		<u></u>	
Deity: ()	Vitality:/	Mana:/			
Company		Cold.			
Copper:	Silver:	Gold:			
Total Level: ()	Unspent Experience:	_			
Combati	Character ()	Variables ()	Ob	()	
<u>Combat</u> : ()	<u>Strength</u> : ()	<u>Knowledge</u> : ()	Observations: _	()	
Melee:	Tolerance:	Willpower:	Search:		
Ranged:	Physique:	Social:	Hearing:		
Brawling:	Agility:	Arcane:	Stealth:		
<u>Magic</u> : ()	Proficiency:	<u>Faith</u> : ()	Proficiency:		
Disciplines:					
Magic: Faith:					
Item:				Place Held:	Weight: