^ PORTRAIT HERE ^

|  |  |  |  |
| --- | --- | --- | --- |
| **Attributes** |  | **Skills** |  |
| Brawn | # | Athletics: | # |
|  |  | Endurance: | # |
| Precision: | # | Acrobatics: | # |
|  |  | Stealth: | # |
|  |  | Mechanics: | # |
| Knowledge: | # | Arcana: | # |
|  |  | History: | # |
|  |  | Heal: | # |
| Sense | # | Perception: | # |
|  |  | Persuasion: | # |
|  |  | Streetsmarts: | # |

Personal Gold:

Party Gold:

Possessions/Notes

|  |  |  |
| --- | --- | --- |
|  |  |  |

Trained: \* | Cutie Mark: ^

**MAGIC POINTS**

**□**

**Racial – 8 Points**

**Trait** (1)  
Description.

**Trait** (2)  
Description.

**Trait** (2)  
Description.

**Trait** (3)  
Description.

**Element**

**Element Name** - Magic  
Description

**Utility Talents**

**□ □ □ | Custom Name** (Original Name) – 3/Day *(example)*  
Description

**□ | Custom Name** (Original Name) – 1/Day *(example)*  
Description

**Custom Name** (Original Name)  
Description

**Custom Name** (Original Name)  
Description

**Custom Name** (Original Name)  
Description

**Custom Name** (Original Name)  
Description(attained at level 2)

**Custom Name** (Original Name)  
Description(attained at level 5)

**Custom Name** (Original Name)  
Description(attained at level 8)

**Destiny Name**

Level 4 - *“Title.”*   
Description

Level 7 - *“Title.”*  
Description  
  
Level 10 - *“Title.”*  
Description

HP PiPsConds

COMBAT TALENTS

[X] **Custom Name** (Original Name) - Action   
Effect/Description

[X] **Custom Name** (Original Name) - Action   
Effect/Description

[X] **Custom Name** (Original Name) - Action   
Effect/Description

[X] **Custom Name** (Original Name) - Action   
Effect/Description.

[X] **Custom Name** (Original Name) - Action   
Effect/Description

[X] **Custom Name** (Original Name) - Action   
Effect/Description

[X] **Custom Name** (Original Name) - Action   
Effect/Description.

[X] **Custom Name** (Original Name) - Action  
Effect/Description

SPECIAL MOVE

**Custom Name (**Original Name)  
8: Effect

10: Effect

12: Effect

COMBAT TRAITS

(ATTAINED AT LEVELS 2, 3, 5, 6 8 and 9)

**Custom Name (**Original Name)

Description (attained at level 2)

**Custom Name (**Original Name)

Description (attained at level 3)

**Custom Name (**Original Name)

Description (attained at level 5)

**Custom Name (**Original Name)

Description (attained at level 6)

**Custom Name (**Original Name)

Description (attained at level 8)

**Custom Name (**Original Name)

Description (attained at level 9)

ITEMS

**Level 1:** 3000 Gold  
**Level 2:** 4000 Gold  
**Level 3:** 5500 Gold  
**Level 4:** 6000 Gold  
**Level 5:** 6500 Gold  
**Level 6:** 8000 Gold  
**Level 7:** 8500 Gold  
**Level 8:** 9000 Gold  
**Level 9:** 10,000 Gold  
**Level 10:** 15,000 Gold

**Custom Name (**Original Name) - VALUE

Weapon

Description

**Custom Name (**Original Name) - VALUE

Armor

Description

**Custom Name (**Original Name ) - VALUE

Trinket

Description

**Custom Name (**Original Name) - VALUE

Trinket

Description

**Custom Name (**Original Name) - VALUE

Trinket

Description