

SERTORI

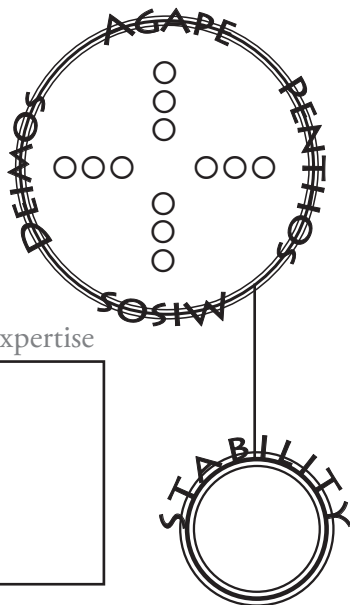
Name _____ Sex _____ Ht. / Wt. _____ Age _____

Background _____ Race _____ Occupation _____ Title (s) _____

Homeland _____ Ancestry/Tribe/Family _____ Religion _____

DEFENSES

Hardiness 3 + ○○○ =
 Stealth 3 + ○○○ =
 Evade 3 + ○○○ =
 Parry 3 + ○○○ =
 Wits 6 + ○○○ =
 Resolve 6 + ○○○ =



COMBAT

Wrestling ○○○
 Light Melee ○○○
 Medium Melee ○○○
 Heavy Melee ○○○
 Small Ranged ○○○
 Large Ranged ○○○

Expertise

SPECIALIST

Medicine ○○○
 Divination ○○○
 Ritual ○○○
 Trade: ○○○
 Survival: ○○○
 Talent: ○○○

Expertise

MENTAL

Command ○○○
 Persuade ○○○
 Deception ○○○
 Empathy ○○○
 Reasoning ○○○
 Detect ○○○

Expertise

WOUND TRACKER

| | | | | |
|---------------|-------|---|---|---|
| Incapacitated | -1d10 | 0 | 0 | 0 |
|---------------|-------|---|---|---|

DIVINITY

| | | | | | | |
|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|

PHYSICAL

Athletics ○○○
 Swim ○○○
 Speed ○○○
 Muscle ○○○
 Endurance ○○○
 Ride: ○○○
 Sail: ○○○

Expertise

KNOWLEDGE

History: ○○○
 History: ○○○
 Creatures: ○○○
 Creatures: ○○○
 Places/Cultures: ○○○
 Places/Cultures: ○○○
 Magic: ○○○
 Magic: ○○○
 Institutions: ○○○
 Institutions: ○○○
 Language: ○○○
 Language: ○○○
 Read Script: ○○○
 Read Script: ○○○
 Religion/Gods: ○○○
 Religion/Gods: ○○○

Expertise

DISCIPLES FOLLOWERS

FLAWS

TECHNIQUES

EQUIPMENT

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

| MONEY | PROPERTY |
|--------------|----------|
| Gold _____ | |
| Silver _____ | |
| Bronze _____ | |
| Gems _____ | |
| Other _____ | |

| GRIM POINTS | | | | | | |
|-------------|---|--|--|--|--|-------------|
| | | | | | | Stage Zero |
| M | P | | | | | Stage One |
| M | P | | | | | Stage Two |
| GRIM | | | | | | Stage Three |

AFFLICTIONS

THAUMA

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|--|--|
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| | |

SPELLS