

Name/Creature				Species Value	
Faculties	Rank	Die & Mods	Cost	or	
Accuracy [D]				Creature Size	
Melee Pre. [D]				Health	
Ranged Pre. [D]				Stamina	
Spell Pre. [D]					
Charisma []				Advantages	Cost
Intimidation [M]					
Investigation [E]					
Mysticism [D]					
Persuasion [M]					
Dexterity []					
Agility [M]					
Flying [M]					
Running [M]					
Stealth [M]					
Swimming [E]					
Endurance []					
Constitution [M]					
Perseverance [E]					
Toughness [E]					
Intellect []					
Creature Lore [E]					
Healing [M]					
Social Kno. [E]				Total	
Sorcery [D]				Spells/Songs	Cost
Tinkering [M]					
Perception []					
Appraisal [E]					
Awareness [M]					
Geomancy [D]				Total	
Initiative [M]				Disadvantages	Cost
Survival [E]					
Tracking [M]					
Strength []					
Climbing [E]					
Jumping [E]					
Might [M]					
[]					
[]				Total	
Notes			Total	(-10 point limit)	
		CPV Allocation	Totals		
		Species Value or Size/Health/Stamina			
		Faculties			
		Advantages (positive traits)			
		Spells/Songs			
		Disadvantages (negative traits)			
		Total Points Spent			

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