

Name:

Sex:

Description:

## Attributes

(Distribute 36 points across these. Empathy costs two for each instead of one.)

- Str:
- Int:
- Agi:
- Con:
- Edu:
- Cha:
- Emp:

## Phases

- Background:
- School or Career
- Advanced Schooling or Career
- Career
- Career
- Career

## Skills

(distribute 45 points between skills and gear, based on how they were obtained from each phase).

- This
- That

## Gear

(distribute 15 points to gear. Points not spent on gear may be spent on skills instead, but they may not stack higher than the limits that the skill would have given how many phases it was obtained in.)

- Thing 1
- Thing 2

## Contacts

(The player may select one contact from each phase of their development, related to that phase. These may be held until after generation to be fleshed out at need, and where plausible.)

- Her
- Him
- Her
- Him
- Her
- Him

## Personality

### Passions

- This
- That
- This
- That

### Hardened

(Only used with the [Advanced Psychology](#) rules. Distribute 20 points between the below areas that describe how a character has become hardened.)

- Violence
- Isolation
- Helpless
- Unnatural
- Self

## Hinderances

(replace the placeholders below with any ongoing hinderances carried by the character)

- Pain
- Suffering

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