

CRIMSON EMPIRE

Role playing in the world of Thargos



Player's Name _____

Character's Name _____

Class _____

Cast Level _____

Race _____

Alignment _____

Cult _____

Points of Renown (PR)

Languages

Rank

0000
0000
0000
0000
0000
0000
0000
0000

Experience (EXP)

Next Cast Level

Characteristics

Base

Adjustment

Intelligence		
Essence		
Charisma		
Beauty		
Reflexes		
Endurance		
Mental Resistance		
Strength		
Agility		
Perception		

Height _____ Eyes _____

Weight _____ Hair _____

Gender _____ Age _____

Left Handed Right Handed

Character Traits

Particulars (tattoos, symbols, scars, hair style etc.)

Order/Faction/Gathering/Brotherhood etc.

Money

Possessions

Plaxass (PX)		
Platinum Coins (PC)		
Gold Coins (GC)		
Silver Coins (SC)		
Copper Coins (CC)		

Character Art/Bust




Characters Name _____

Intelligence Essence Charisma Beauty Reflexes
 Endurance Mental Res. Strength Agility Perception

Sanity Points (SP) Base Current Magic Points (MP) Base Current

Animal-Based (5% + Agil + Int) <input type="text"/> %	Magic & Cults (5% + Int) <input type="text"/> %	Theft & Espionage (5% + Agil) <input type="text"/> %
Animal Training <input type="text"/>	Cult Rituals (+ Charisma) <input type="text"/>	Hiding Oneself (+10%) <input type="text"/>
Equestrian Skills <input type="text"/>	Meditation (+ Men Resist) <input type="text"/>	Pickpocket <input type="text"/>
Art (5% + Agility) <input type="text"/> %	Martial Skills	Silent Movement (+15%) <input type="text"/>
Art Culture (+ Intelligence) <input type="text"/>	Ambidexterity (+ Agility) <input type="text"/>	Subterfuge <input type="text"/>
Art of War (5% + Intelligence) <input type="text"/> %	Assassination (5% + Agility) <input type="text"/>	Torture (+ 5%) <input type="text"/>
Diplomacy (+ Charisma) <input type="text"/>	Disarm (15% + Agility) <input type="text"/>	(Un)tying Knots (+10%) <input type="text"/>
Leadership (+ Charisma) <input type="text"/>	Hand 2Hand Combat (+0% + Agility) <input type="text"/>	Intelligence Based (5% + Int) <input type="text"/> %
Athletics (5% + Agility) <input type="text"/> %	Parry/Dodge (50% + Agility) <input type="text"/>	Corruption (+ Charisma) <input type="text"/>
Climbing (+5%) <input type="text"/>	Stun Techniques (20%+Agil) <input type="text"/>	Detection of Hidden <input type="text"/>
Holding Ones Breath (Endu X 10 secs) <input type="text"/> Sec	Basic Weapon Skill <input type="text"/>	Mechanisms (+5%) <input type="text"/>
Jumping (+10%) <input type="text"/>	Mastered Weapons	Hiding Object (+15%) <input type="text"/>
Running (+10%) <input type="text"/>	1. <input type="text"/>	Investigation <input type="text"/>
Swimming (+ 5%) <input type="text"/>	2. <input type="text"/>	Searching Object (+15%) <input type="text"/>
Crafts (5% + Agility +Int) <input type="text"/> %	3. <input type="text"/>	Street-Wisdom <input type="text"/>
Building/Fixing <input type="text"/>	4. <input type="text"/>	Charisma Based (5% + Cha) <input type="text"/> %
Healing (5% + Agility + Int) <input type="text"/> %	5. <input type="text"/>	Disguise <input type="text"/>
First Aid <input type="text"/>	Nature (5% + Intelligence) <input type="text"/> %	Intimidation <input type="text"/>
Healing <input type="text"/>	Alchemy <input type="text"/>	Endurance Based (10%+End) <input type="text"/> %
Knowledge (5% + Int) <input type="text"/> %	Botany <input type="text"/>	Resistance to Torture <input type="text"/>
Evaluation <input type="text"/>	Geography (+ 5%) <input type="text"/>	Secondary Aptitudes
History (+5%) <input type="text"/>	Knowledge of Nature(+ 5%) <input type="text"/>	1. <input type="text"/>
Imperial Lore <input type="text"/>	Meteorology <input type="text"/>	2. <input type="text"/>
Karnarcos Lore <input type="text"/>	Survival (+5% + Agility) <input type="text"/>	3. <input type="text"/>
Linguistics (5% + Intelligence) <input type="text"/> %	Tracking (+10%) <input type="text"/>	4. <input type="text"/>
Memorisation (+ 25%) <input type="text"/>	Traps (+Agility) <input type="text"/>	5. <input type="text"/>
Reading <input type="text"/>	Social Skills (5% + Int + Cha) <input type="text"/> %	6. <input type="text"/>
Teaching (+ Charisma) <input type="text"/>	Eloquence <input type="text"/>	7. <input type="text"/>
	Empathy (+ Essence) <input type="text"/>	8. <input type="text"/>
	Persuasion <input type="text"/>	9. <input type="text"/>
		10. <input type="text"/>

Main Equipment		Weight
Weapons		Damage Weight
Total Weight		

Attack			Parry/Dodge		
Base			With Armour		
/2			Without Armour		
/3			Shield		
			Total EP		
Head 1-20	%	%	Torso 15-18	%	%
Base EP			Base EP		
Right Arm 1-3	%	%	Left Arm 10-12	%	%
Base EP			Base EP		
Right Leg 4-6	%	%	Left Leg 7-9	%	%
Base EP			Base EP		

Primary and Secondary Aptitudes Master List

Animal-Based (5%+ Agil+ Int) _____ % <u>Primary Aptitudes</u> Animal Training <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Equestrian Skills <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % <u>Secondary Aptitudes</u> Driving - Equestrian (+5%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Falconry <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Veterinary Skills <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %	Knowledge (5% + Intelligence) _____ % <u>Primary Aptitudes</u> Evaluation <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % History (+5%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Imperial Lore <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Karnarcos Lore <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % <u>Secondary Aptitudes</u> Astronomy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Cartography (+5%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Darkun Lore <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Geology <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Heraldry <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Legends <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Mathematics <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Occult Arts <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Philosophy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Physics <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %	Knowledge of Nature (+ 5%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Meteorology <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Survival (+5% + Agility) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Tracking (+10%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Traps (+Agility) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % <u>Secondary Aptitudes</u> Camouflage (+ 5%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Hunting/Fishing (+5%+Agil) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Navigation (+ 5%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Orientation <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Swamp Movement (+Agility) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %
Art (5% + Agility) _____ % <u>Primary Aptitudes</u> Art Culture (+ Intelligence) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % <u>Secondary Aptitudes</u> Body Art <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Dancing <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Literature (+ Intelligence) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Music (+ Intelligence) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Painting <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Sculpture <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %	Linguistics (5% + Intelligence) _____ % <u>Primary Aptitudes</u> Memorisation (+ 25%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Reading <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Teaching (+ Charisma) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % <u>Secondary Aptitudes</u> Calligraphy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Cryptography <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Sign Language <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Speed Reading <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %	Social Skills (5% + Int+ Cha) _____ % <u>Primary Aptitudes</u> Eloquence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Empathy (+ Essence) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Persuasion <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % <u>Secondary Aptitudes</u> Acting <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Begging <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Commerce <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Etiquette <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Gambling <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Mind Games <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Politics <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Seduction (+Beauty) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %
Art of War (5% + Intelligence) _____ % <u>Primary Aptitudes</u> Diplomacy (+ Charisma) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Leadership (+ Charisma) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % <u>Secondary Aptitudes</u> Architecture <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Military Engineering <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Phalanx Art (+ Charisma) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Strategy (+ Charisma) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % War Chants <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %	Magic & Cults (5% + Int) _____ % <u>Primary Aptitudes</u> Cult Rituals (+ Charisma) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Meditation (+ Men Resist) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % <u>Secondary Aptitudes</u> Catalepsy (+ Endurance) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Mastering of Dreams (+ Mental Resistance) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Pagan Rites <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Palaeography <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Theology <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %	Theft & Espionage (5%+Agil) _____ % <u>Primary Aptitudes</u> Hiding Oneself (+10%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Pickpocket <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Silent Movement (+15%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Subterfuge <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Torture (+ 5%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % (Un) tying Knots (+10%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % <u>Secondary Aptitudes</u> Contortionism <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Lock-Picking <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Prestidigitation <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Spying (+ 10%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %
Athletics (5% + Agility) _____ % <u>Primary Aptitudes</u> Climbing (+5%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Holding Ones Breath (Endu X 10 secs) _____ Sec Jumping (+ 10%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Running (+10%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Swimming (+ 5%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % <u>Secondary Aptitudes</u> Acrobatics <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Throwing (+10%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %	Martial Skills _____ % <u>Primary Aptitudes</u> Ambidexterity (+ Agility) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Assassination(5%+ Agility) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Disarm (15% + Agility) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Hand 2Hand Combat (40% + Agility) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Parry/Dodge (50% + Agility) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Stun Techniques (20% + Agil) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % <u>Secondary Aptitudes</u> Blind Fighting (15% + Per) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Blood Lust (5% + End) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Lightening Draw (15%+Agil) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %	Intelligence Based (5% + Int) _____ % <u>Primary Aptitudes</u> Corruption (+ Charisma) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Detection of Hidden Mechanisms (+5%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Hiding Object (+15%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Investigation <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Searching Object (+15%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Street-Wisdom <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % <u>Secondary Aptitudes</u> Deciphering <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Falsification <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Lip Reading <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Poison Analysis <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Poison Creation <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Ventriloquism (+ Charisma) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %
Crafts (5% + Agility + Int) _____ % <u>Primary Aptitudes</u> Building/Fixing <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % <u>Secondary Aptitudes</u> Armourer <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Black Smith <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Boat Building <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Brewer Skills <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Carpentry <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Cooking <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Crafts <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Jewellery <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Mechanics <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Pottery <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Stone-Craft <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Tanner Skills <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %	Mastered Weapons <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1. _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2. _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 3. _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 4. _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 5. _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Charisma Based (5% + Cha) _____ % <u>Secondary Aptitudes</u> Disguise <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Intimidation <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %
Healing (5% + Agility + Int) _____ % <u>Primary Aptitudes</u> First Aid <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Healing <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % <u>Secondary Aptitudes</u> Hypnosis (+ Charisma) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Surgery <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %	Nature (5% + Int) _____ % <u>Primary Aptitudes</u> Alchemy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Botany <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ % Geography (+ 5%) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %	Endurance Based (10% + End) _____ % <u>Secondary Aptitudes</u> Resistance to Torture <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ %

Intelligence	<input type="checkbox"/>	Essence	<input type="checkbox"/>	Charisma	<input type="checkbox"/>	Beauty	<input type="checkbox"/>	Reflexes	<input type="checkbox"/>
Endurance	<input type="checkbox"/>	Mental Res.	<input type="checkbox"/>	Strength	<input type="checkbox"/>	Agility	<input type="checkbox"/>	Perception	<input type="checkbox"/>