

# SEEKER

Name \_\_\_\_\_

Appearance \_\_\_\_\_

Eccentricities \_\_\_\_\_

Attributes (24)

AWR 00000  
SPD 00000

AGY 00000  
STH 00000

END 00000  
WIL 00000

INL 00000  
Hit Points \_\_\_\_

Skills (10)

**Academic** 00000 (INL, 2)  
Specialties \_\_\_\_\_

**Combat** 00000 (N/A, 4)  
Specialties \_\_\_\_\_

**Criminal** 00000 (AGY, 4)  
Specialties \_\_\_\_\_

**Inves/Espionage** 00000 (INL, 4)  
Specialties \_\_\_\_\_

**Medicine** 00000 (INL, 3)  
Specialties \_\_\_\_\_

**Traditional** 00000 (AWR, 1)  
Specialties \_\_\_\_\_

**Athletic** 00000 (AGY, 3)  
Specialties \_\_\_\_\_

**Creative** 00000 (AWR, 1)  
Specialties \_\_\_\_\_

**Tech** 00000 (INL, 1)  
Specialties \_\_\_\_\_

**Labor** 00000 (INL, 1)  
Specialties \_\_\_\_\_

**People** 00000 (CHM, 1)  
Specialties \_\_\_\_\_

Paths (4)

Specialties

Focuses

Specialties

Focuses

THOUGHT

00000 - + 00000

SELF

00000 - + 00000

HARMONY

00000 - + 00000

FEELING

00000 - + 00000

Equipment (5) \_\_\_\_\_

Advantages

Disads & Demons

**KILL** \_\_\_\_ (WIL + AGY) **RUIV** \_\_\_\_ (WIL + AGY) **CONTROL** \_\_\_\_ (WIL + AGY) **EXHAUST** \_\_\_\_ (WIL + AGY)  
W: AV dmg to HP. L: AV/2 dmg to HP    W: AV dmg to AVs. L: AV/2 dmg to AVs    W: dmg -AV, hold. L: dmg -AV/2.    W: dmg -AV, AV dmg to HP, 1 dmg to AV.  
L: dmg -AV/2, AV/2 dmg to HP

Unspent XP \_\_\_\_\_

1 XP = 1 BP = 1 EP = 1 Attribute Pt. = 3 Skill Pts. 2 XP = 1 Path Pt.