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| Image result for zerg cthulhu Shattered Stars | **Class / Concept/Archetype**  |
|   |
| Name |  |
| **Physical Description** (Race, gender, age, attire, etc.) |
| Level | 1 | Start Date:  |  |
| Max Life Pts |  | (10+ add Body each level) |
| Intimacy |  |
| Intimacy |  |
| Intimacy | (Reserved) |

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| **Attribute** | **Definition** | **Base Modifier** | **Associated Skills****Body Mind Charisma** |
| **Body**  | Toughness and Agility |  | Athletics  Stealth Trickery  | Craft \_\_\_\_\_\_\_\_\_\_ Investigation Lore – Engineering Lore – History Lore – Nature Lore – Religion Lore – Science Medicine / Healing Perception Profession \_\_\_\_\_  | Deception Handle Animal & Riding Insight Intimidation Leadership Performance Persuasion  |
| **Mind** | Intelligence, Reason, Wisdom, and Instinct |  | **Weapon Proficiencies****(1+Attack score)**      |
| **Charisma** | Appearance , Social Graces, Personality and Leadership |  |
| **Spirit** | Luck, Mystical power, Karma |  |
| **Attack** | Melee or Missile |  |
| **Defence** | Dodging (vs missiles) and Blocking (vs melee) |  |
| **Sanity** | Mental Stability | 0 | Starts at 0. Goes up | **Delusions**:  |

No training needed to use “**Everyman**” skills but if you are untrained (no skill dot) you are at disadvantage. You cannot use a “**Trained**” skill unless you are trained. **Skills dots – 4+IQ modifier**

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| Abilities / Powers |
| **1st** |  |
| **1st** |  |
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| Noted Skills & Specials |
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| Special Equipment & Loot Carried |
| **Special Equipment / Weapons / Tools** | **Loot / Cash / Jewellery / Items of Value** |
| Melee Weapon: | Wealth Level:  |
| Missile Weapon: |  |
| Armor & Shield:  |  |
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