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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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