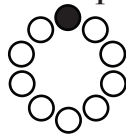


# PART-TIME GODS

## character information

Name: \_\_\_\_\_ Player: \_\_\_\_\_  
 Occupation: \_\_\_\_\_ Theology: \_\_\_\_\_  
 Age/Sex: \_\_\_\_\_ Height/Weight: \_\_\_\_\_ Hair/Eyes: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 Personality: \_\_\_\_\_  
 \_\_\_\_\_  
 Wealth: \_\_\_\_\_ Goals: \_\_\_\_\_

spark health



Total/Left  
\_\_\_\_/\_\_\_\_

stamina

○○○○○○○○○○○○



**bonds**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**failings**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**dominions**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**entitlements**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## ATTRIBUTES

power (pow) \_\_\_\_\_ vigor (vig) \_\_\_\_\_ insight (ins) \_\_\_\_\_  
 agility (agy) \_\_\_\_\_ intellect (iq) \_\_\_\_\_ charm (chm) \_\_\_\_\_

## SKILLS

	lvl	+/-		lvl	+/-
acrobatics	_____	_____	legerdemain	_____	_____
arts	_____	_____	linguistics	_____	_____
athletics	_____	_____	marksmanship	_____	_____
beast handling	_____	_____	medicine	_____	_____
crafts	_____	_____	melee	_____	_____
deception	_____	_____	perception	_____	_____
discipline	_____	_____	performance	_____	_____
empathy	_____	_____	persuasion	_____	_____
fists	_____	_____	stealth	_____	_____
fortitude	_____	_____	survival	_____	_____
intimidation	_____	_____	technology	_____	_____
knowledge	_____	_____	travel	_____	_____

specialties: \_\_\_\_\_

## MANIFESTATIONS

	lvl	+/-		lvl	+/-
aegis	_____	_____	puppetry	_____	_____
beckon	_____	_____	oracle	_____	_____
journey	_____	_____	ruin	_____	_____
minion	_____	_____	shaping	_____	_____

## GIFTS

## DRAWBACKS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMBAT and MISC.

initiative \_\_\_\_\_ base damage \_\_\_\_\_  
 strength \_\_\_\_\_ movement \_\_\_\_\_  
 lifting/carrying \_\_\_\_\_ armor \_\_\_\_\_  
 name \_\_\_\_\_ check \_\_\_\_\_ damage \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NOTES**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

xp (total) \_\_\_\_\_ / xp (spent) \_\_\_\_\_