Hespe	era	Character Name Player Name	
Description			
Equipment			
,			
Might /	Trait	s	
will /			
Destiny /			

Skill	Most Common Attribute	Rank	Rites
Athletics	Might		
Combat	Might		
Contacts	Will		
Crafts	Will		
Crime	Might		
Driving	Might		
Education	Will		
Perception	Will		
Persuasion	Will		
Ritual	Will		
Sneaking	Might		
Subterfuge	Will		
Survival	Will		
Wealth	Will		

Condition	Attribute	Level
	M / W	
	M / W	
	M / W	
	M / W	
	M / W	