CHARACTER SHEET

NAME: _____

DISCIPLINE: _____

CIRCLE: _____ GENDER: _____ RACE: _____

HAIR: _____ SKIN: _____ AGE: _____

HEIGHT: _____ WEIGHT: _____ EYES: _____

ATTRIBUTES

	BASE VALUE	LP INCREASE	CURRENT VALUE	STEP	ACTION DICE
DEXTERITY					
STRENGTH					
TOUGHNESS					
PERCEPTION					
WILLPOWER					
CHARISMA					

CHARACTERISTICS

MOVEMENT RATE | CARRYING CAPACITY | KARMA POINTS | MAX

INITIATIVE

STEP | ACTION DICE

DEFENSE RATINGS

PHYSICAL DEFENSE

SPELL DEFENSE

SOCIAL DEFENSE

ARMOR RATINGS

ARMOR _____

DEFLECTION BONUS

SHIELD _____

PHYSICAL ARMOR

MYSTIC ARMOR

HEALTH

RECOVERY

TESTS PER DAY | STEP | ACTION DICE

CURRENT DAMAGE

UNCONSCIOUSNESS

BASE | ADJUSTMENT | CURRENT VALUE

DEATH

BASE | ADJUSTMENT | CURRENT VALUE

WOUNDS

THRESHOLD | PENALTIES -1 -2 -3 -4 -5 -6 -7 -8 -9

MELEE WEAPONS

WEAPON	DAMAGE STEP	SIZE	TIMES FORGED

RANGED WEAPONS

WEAPON	DAMAGE STEP	SIZE	TIMES FORGED	SHORT	LONG

DISCIPLINE TALENTS

INITIATE/NOVICE

TALENT NAME	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	

JOURNEYMAN

				+	=	
				+	=	
				+	=	
				+	=	

WARDEN

				+	=	
				+	=	
				+	=	
				+	=	

MASTER

				+	=	
				+	=	
				+	=	

DISCIPLINE BONUSES

CIRCLE	BONUS/ABILITY

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CHARACTER

PORTRAIT

SHORT DESCRIPTION

RACIAL ABILITIES

EXPERIENCE

TOTAL LEGEND POINTS	CURRENT LEGEND POINTS
RENOWN	**REPUTATION**

OTHER TALENTS

INITIATE/NOVICE

TALENT NAME	KARMA?	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
	☐				+	=	
	☐				+	=	
	☐				+	=	
	☐				+	=	
	☐				+	=	
	☐				+	=	
	☐				+	=	

JOURNEYMAN

	☐				+	=	
	☐				+	=	
	☐				+	=	
	☐				+	=	
	☐				+	=	
	☐				+	=	

WARDEN

	☐				+	=	
	☐				+	=	
	☐				+	=	

SKILLS

SKILL NAME	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	
				+	=	

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SPELLS

SPELL NAME	IN MATRIX?	TYPE	CIRCLE	THREADS	WEAVING/ REATTUNING DIFFICULTY	CASTING DIFFICULTY	RANGE	DURATION	EFFECT
	☐								
	☐								
	☐								
	☐								
	☐								
	☐								
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EQUIPMENT

ITEMS	WEIGHT

ITEMS	WEIGHT

GOLD PIECES (10:1)	SILVER PIECES (1:1)	COPPER PIECES (1:10)

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Special Magic

Blood Magic

TYPE	DAMAGE	DR	EFFECT

Thread Magic

TARGET	RANK	LP COST	EFFECT

Pattern Items

ITEM	TYPE

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MAGICAL TREASURE

NAME:

MAX. THREADS: SPELL DEFENSE:

DESCRIPTION:

THREAD RANKS

RANK	KEY KNOWLEDGE/DEED	LP COST	EFFECT

NAME:

MAX. THREADS: SPELL DEFENSE:

DESCRIPTION:

THREAD RANKS

RANK	KEY KNOWLEDGE/DEED	LP COST	EFFECT

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MAGICAL TREASURE

NAME:

MAX. THREADS: SPELL DEFENSE:

DESCRIPTION:

THREAD RANKS

RANK	KEY KNOWLEDGE/DEED	LP COST	EFFECT

NAME:

MAX. THREADS: SPELL DEFENSE:

DESCRIPTION:

THREAD RANKS

RANK	KEY KNOWLEDGE/DEED	LP COST	EFFECT

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ADDITIONAL DISCIPLINE

DISCIPLINE TALENTS

TALENT NAME	ACTION	STRAIN	ATRIBUTE		RANK		STEP	ACTION DICE
INITIATE/NOVICE								
				+		=		
				+		=		
				+		=		
				+		=		
				+		=		
				+		=		
				+		=		
				+		=		
JOURNEYMAN								
				+		=		
				+		=		
				+		=		
				+		=		
WARDEN								
				+		=		
				+		=		
				+		=		
				+		=		
MASTER								
				+		=		
				+		=		
				+		=		

DISCIPLINE BONUSES

CIRCLE	BONUS/ABILITY

OTHER TALENTS

TALENT NAME	KARMA?	ACTION	STRAIN	ATRIBUTE		RANK		STEP	ACTION DICE
INITIATE/NOVICE									
	☐				+		=		
	☐				+		=		
	☐				+		=		
	☐				+		=		
	☐				+		=		
	☐				+		=		
JOURNEYMAN									
	☐				+		=		
	☐				+		=		
	☐				+		=		
	☐				+		=		
WARDEN									
	☐				+		=		
	☐				+		=		

KARMA RITUAL

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