



BASIC INFORMATION

NAME:		
PLAYER:		
RACE:	PASSION:	
GENDER:	AGE:	
HEIGHT:	WEIGHT:	
HAIR:	SKIN:	EYES:
DISCIPLINE (CIRCLE)		
LEGEND POINTS		
CURRENT:	TOTAL:	
REPUTATION:	REOWN:	

ATTRIBUTES

PHYSICAL:

DEXTERITY
STRENGTH
TOUGHNESS

□□□
□□□
□□□

VALUE STEP/ACTION DICE

MENTAL:

PERCEPTION
WILLPOWER
CHARISMA

□□□
□□□
□□□

VALUE STEP/ACTION DICE

CHARACTERISTICS

PHYSICAL DEFENSE
MYSTIC DEFENSE
SOCIAL DEFENSE
PHYS./MY. ARMOR
PHYS./MY. SHIELD

MOVEMENT RATE

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CARRYING CAPACITY

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INITIATIVE

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KARMA

CURRENT:	MAXIMUM:	DELIVERED:
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STEP / ACTION DICE

DISCIPLINE TALENTS

		TALENT NAME	PAGE	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
1	D4 - 2					()			
2	D4 - 1					()			
3	D4					()			
4	D6					()			
5	D8					()			
6	D10					()			
7	D12					()			
8	2D6					()			
9	D8 + D6					()			
10	2D8					()			
11	D10 + D8					()			
12	2D10					()			
13	D12 + D10					()			
14	2D12					()			
15	D12 + 2D6					()			
16	D12 + D8 + D6					()			
17	D12 + 2D8					()			
18	D12 + D10 + D8					()			
19	D20 + 2D6					()			
20	D20 + D8 + D6					()			
21	D20 + 2D8					()			

OTHER TALENTS

		TALENT NAME	PAGE	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
22	D20 + D10 + D8					()			
23	D20 + 2D10					()			
24	D20 + D12 + D10					()			
25	D20 + 2D12					()			
26	D20 + D12 + 2D6					()			
27	D20 + D12 + D8 + D6					()			
28	D20 + D12 + 2D8					()			
29	D20 + D12 + D10 + D8					()			
30	2D20 + 2D6					()			
31	2D20 + D8 + D6					()			
32	2D20 + 2D8					()			
33	2D20 + D10 + D8					()			
34	2D20 + 2D10					()			
35	2D20 + D12 + D10					()			
36	2D20 + 2D12					()			
37	2D20 + D12 + 2D6					()			
38	2D20 + D12 + D8 + D6					()			
39	2D20 + D12 + 2D8					()			
40	2D20 + D12 + D10 + D8					()			

WEAPONS

HEALTH

WEAPON NAME	ATTACK	ST.	DAMAGE	RANGE	RECOVERY TESTS:	/PER DAY	RECOVERY DICE:
	()		()		WOUND THRESHOLD:		WOUNDS: □(-1) □(-2) □(-3) □(-4)
	()		()		UNCONSCIOUSNESS:		□(-5) □(-6) □(-7) □(-8) □(-9)
	()		()		DEATH:		BLOOD MAGIC:
	()		()		CURRENT DAMAGE/STRAIN:		

PORTRAIT		BRIEF DESCRIPTION					DISCIPLINE BONUSES								
							CIRCLE	BONUS/ABILITY		CIRCLE	BONUS/ABILITY				
SKILLS												LANGUAGES		RACIAL ABILITIES	
SKILL NAME	ACTION	STRAIN	ATTRIBUTE	RANK	ST.	AC. DICE	SPEAK	READ/WRITE							
			()												
			()												
			()							HALF MAGIC					
			()												
			()												
			()							FAITH POINTS					
			()												
			()							ARMOR AND SHIELD					
			()							TYPE OF ARMOR	VALUE	INI			
			()								P/H				
			()								P/H				
			()								P/H				
			()								P/H				
			()								P/H				
			()							TOTAL:	P/H				
Talent Knacks															
Talent:)			Talent:)				Talent:)			Talent:)					
Talent:)			Talent:)				Talent:)			Talent:)					
Talent:)			Talent:)				Talent:)			Talent:)					
Talent:)			Talent:)				Talent:)			Talent:)					
Blood Magic													Thread Magic		
Type	Damage	Effect					Object	Rank	LP Cost	Effect					
Equipment													Money and Treasures		
												Copper (1/10):			
												Silver (1):			
												Gold (10):			
												Other:			
												Water and Food Supplies			

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