



ATTRIBUTES

	BASE VALUE	LP INCREASE	CURRENT VALUE	STEP	ACTION DICE
DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>		
STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>		
TOUGHNESS	<input type="text"/>	<input type="text"/>	<input type="text"/>		
PERCEPTION	<input type="text"/>	<input type="text"/>	<input type="text"/>		
WILLPOWER	<input type="text"/>	<input type="text"/>	<input type="text"/>		
CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>		

CHARACTERISTICS

MOVEMENT RATE	CARRYING CAPACITY	KARMA POINTS	MAX
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

INITIATIVE	ACTION DICE
<input type="text"/>	<input type="text"/>

ARMOR RATINGS

DEFENSE RATINGS

DEFENSE RATINGS	ARMOR	DEFLECTION BONUS
PHYSICAL DEFENSE	<input type="text"/>	<input type="text"/>
SPELL DEFENSE	<input type="text"/>	<input type="text"/>
SOCIAL DEFENSE	<input type="text"/>	<input type="text"/>

HEALTH

TESTS PER DAY	RECOVERY	CURRENT DAMAGE
STEP	ACTION DICE	
<input type="text"/>	<input type="text"/>	<input type="text"/>

UNCONSCIOUSNESS	CURRENT VALUE
BASE	ADJUSTMENT
<input type="text"/>	<input type="text"/>

DEATH	CURRENT VALUE	WOUNDS
BASE	ADJUSTMENT	THRESHOLD
<input type="text"/>	<input type="text"/>	<input type="text"/>

PENALTIES
<input type="text"/> -1 <input type="text"/> -2 <input type="text"/> -3 <input type="text"/> -4
<input type="text"/> -5 <input type="text"/> -6 <input type="text"/> -7 <input type="text"/> -8 <input type="text"/> -9

WEAPONS

WEAPON	DAMAGE	SIZE	TIMES FORGED	SHORT	LONG
STEP					
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

DISCIPLINE BONUSES

CIRCLE	BONUS/ABILITY	CIRCLE	BONUS/ABILITY
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

EXPERIENCE

TOTAL LEGEND POINTS	CURRENT LEGEND POINTS	RENOWN	REPUTATION
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

NAME: _____

DISCIPLINE: _____ CIRCLE: _____

RACE: _____ GENDER: _____ AGE: _____

HAIR: _____ SKIN: _____ EYES: _____

HEIGHT: _____ WEIGHT: _____

RACIAL ABILITIES: _____

DISCIPLINE TALENTS

INITIATE/NOVICE

TALENT NAME	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE

JOURNEYMAN

OTHER TALENTS

INITIATE/NOVICE

TALENT NAME	KARMA	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
_____	<input type="checkbox"/>						
_____	<input type="checkbox"/>						
_____	<input type="checkbox"/>						
_____	<input type="checkbox"/>						
_____	<input type="checkbox"/>						
_____	<input type="checkbox"/>						
_____	<input type="checkbox"/>						
_____	<input type="checkbox"/>						
_____	<input type="checkbox"/>						
_____	<input type="checkbox"/>						

JOURNEYMAN

_____	<input type="checkbox"/>						
_____	<input type="checkbox"/>						
_____	<input type="checkbox"/>						
_____	<input type="checkbox"/>						
_____	<input type="checkbox"/>						

SKILLS

SKILL NAME	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE

[illegible]

SPELLS									
SPELL NAME	IN MATRIX?	TYPE	CIRCLE	THREADS	WEAVING/ REATUNING DIFFICULTY	CASTING DIFFICULTY	RANGE	DURATION	EFFECT
	<input type="checkbox"/>								
	<input type="checkbox"/>								
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MAGICAL TREASURENAME:
MAX. THREADS: SPELL DEFENSE:
DESCRIPTION:

THREAD RANKSRANKKEY KNOWLEDGE/DEEDLP COSTEFFECT

EQUIPMENTITEMSWEIGHT

BLOOD MAGICTYPERANGEDREFFECT

THREAD MAGICTARGETRANKLPCOSTEFFECT

PATTERN ITEMS	
ITEM	TYPE

BLOOD MAGIC			
TYPE	DAMAGE	DR	EFFECT

THREAD MAGIC			
TARGET	RANK	LP COST	EFFECT

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[illegible]

SPELLS									
SPELL NAME	IN MATRIX?	TYPE	CIRCLE	THREADS	WEAVING/ REATUNING DIFFICULTY	CASTING DIFFICULTY	RANGE	DURATION	EFFECT
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MAGICAL TREASURE

NAME: _____
MAX. THREADS: ____ SPELL DEFENSE: _____
DESCRIPTION: _____

THREAD RANKS

RANK	KEY KNOWLEDGE/DEED	LP COST	EFFECT

PATTERN ITEMS

ITEM	TYPE

EQUIPMENT

ITEMS	WEIGHT

BLOOD MAGIC

TYPE	DAMAGE	DR	EFFECT

THREAD MAGIC

TARGET	RANK	LP COST	EFFECT

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MAGICAL TREASURENAME:

MAX. THREADS: SPELL DEFENSE:

DESCRIPTION:

THREAD RANKSRANKKEY KNOWLEDGE/DEEDLP COSTEFFECT

EQUIPMENTITEMSWOOLCOTTONLINENJUTTALEATHERWOODIRONSTEELMAGICALDRAGONHORNPHOSPHORUSPOISONOTHER

BLOOD MAGICTYPEDAMAGEDREFFECT

PATTERN ITEMSITEMTYPESILKWOOLEXTRA THICK WOOLFURTHICK FURSPECIALTY OTHER

THREAD MAgICTARGETRANGLPCOSTEFFECT

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MAGICAL TREASURE

NAME: _____

MAX. THREADS: ____ SPELL DEFENSE: _____

DESCRIPTION: _____

THREAD RANKS

RANK	KEY KNOWLEDGE/DEED	LP COST	EFFECT

PATTERN ITEMS

ITEM	TYPE

EQUIPMENT

ITEMS	WEIGHT

BLOOD MAGIC

TYPE	DAMAGE	DR	EFFECT

THREAD MAGIC

TARGET	RANK	LP COST	EFFECT

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MAGICAL TREASURE

NAME: _____

MAX. THREADS: _____ SPELL DEFENSE: _____

DESCRIPTION: _____

EQUIPMENT

ITEMS	WEIGHT
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

THREAD RANKS

RANK	KEY KNOWLEDGE/DEED	LP COST	EFFECT
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

BLOOD MAGIC

TYPE	DAMAGE	DR	EFFECT
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

PATTERN ITEMS

ITEM	TYPE
_____	_____
_____	_____
_____	_____

THREAD MAGIC

TARGET	RANK	LP COST	EFFECT
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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MAGICAL TREASURENAME:

MAX. THREADS: SPELL DEFENSE:

DESCRIPTION:

THREAD RANKSRANKKEY KNOWLEDGE/DEEDLP COSTEFFECT

PATTERN ITEMSITEMTYPE

EQUIPMENTITEMSWOOLCOTTONLINENJUTELEATHERWOODIRONSTEELMAGICWEIGHT

BLOOD MAGICTYPEWOUNDRAVAGEBURNPOISONDRILLDRAINDEFENDMENTEFFECT

THREAD MAGICTARGETRANKLP COSTEFFECT

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