



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

SPELL DEFENSE

SOCIAL DEFENSE

PHYS./MEN. ARMOR

MOVEMENT RATE

CARRYING CAPACITY

INITIATIVE

KARMA

CURRENT: MAXIMUM: DELIVERED:

STEP / ACTION DICE		DISCIPLINE TALENTS						
1	D6 - 3	TALENT NAME	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
2	D6 - 2				()			
3	D6 - 1				()			
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	D12 + 2D10				()			
20	2D12 + D10				()			
21	3D12				()			
22	2D12 + 2D6	OTHER TALENTS						
23	2D12 + D8 + D6	TALENT NAME	KARMA	ACTION	STRAIN	ATTRIBUTE	RANK	STEP
24	2D12 + 2D8		<input type="checkbox"/>			()		
25	2D12 + D10 + D8		<input type="checkbox"/>			()		
26	2D12 + 2D10		<input type="checkbox"/>			()		
27	3D12 + D10		<input type="checkbox"/>			()		
28	4D12		<input type="checkbox"/>			()		
29	3D12 + 2D6		<input type="checkbox"/>			()		
30	3D12 + D8 + D6		<input type="checkbox"/>			()		
31	3D12 + 2D8		<input type="checkbox"/>			()		
32	3D12 + D10 + D8		<input type="checkbox"/>			()		
33	3D12 + 2D10		<input type="checkbox"/>			()		
34	4D12 + D10		<input type="checkbox"/>			()		
35	5D12		<input type="checkbox"/>			()		
36	4D12 + 2D6		<input type="checkbox"/>			()		
37	4D12 + D8 + D6		<input type="checkbox"/>			()		
38	4D12 + 2D8		<input type="checkbox"/>			()		
39	4D12 + D10 + D8		<input type="checkbox"/>			()		
40	4D12 + 2D10		<input type="checkbox"/>			()		

WEAPONS

HEALTH

WEAPON NAME	ATTACK	ST.	DAMAGE	RANGE	RECOVERY TESTS:	/PER DAY	RECOVERY DICE:
	()		()		WOUND THRESHOLD:		WOUNDS: <input type="checkbox"/> (-) <input type="checkbox"/> (-1) <input type="checkbox"/> (-2) <input type="checkbox"/> (-3)
	()		()		UNCONSCIOUSNESS:		<input type="checkbox"/> (-4) <input type="checkbox"/> (-5) <input type="checkbox"/> (-6) <input type="checkbox"/> (-7) <input type="checkbox"/> (-8)
	()		()		DEATH:		BLOOD MAGIC:
	()		()		CURRENT DAMAGE/STRAIN:		

[illegible]

[illegible]

[illegible]