



## 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	ACTION DICE
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]

Spell Book									
Spell Name	In Matrix?	Type	Circle	Threads	Weaving/Reattuning Difficulty	Casting Difficulty	Range	Duration	Effect