



## 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

	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	WOUNDS
BASE	THRESHOLD
ADJUSTMENT	PENALTIES
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

## 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"/>	_____	_____	_____	_____	_____	_____

### 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
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

## SPELLS

[illegible]

# MAGICAL TREASURE

NAME: \_\_\_\_\_

MAX. THREADS: \_\_\_\_\_ SPELL DEFENSE: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

## THREAD RANKS

[illegible]

## PATTERN ITEMS

ITEM	TYPE

## EQUIPMENT

[illegible]

# BLOOD MAGIC

TYPE	DAMAGE	DR	EFFECT

# THREAD MAGIC

TARGET	RANK	LP COST	EFFECT