



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

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☐☐☐
☐☐☐

VALUE STEP/ACTION DICE

MENTAL:

PERCEPTION
WILLPOWER
CHARISMA

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☐☐☐
☐☐☐

VALUE STEP/ACTION DICE

CHARACTERISTICS

PHYSICAL DEFENSE
SPELL DEFENSE
SOCIAL DEFENSE
PHYS./MEN. ARMOR

MOVEMENT RATE

CARRYING CAPACITY

INITIATIVE

KARMA

CURRENT:	MAXIMUM:	DELIVERED:
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STEP / ACTION DICE

DISCIPLINE TALENTS

	TALENT NAME	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
1	D6 - 3			()			
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			()			

OTHER TALENTS

	TALENT NAME	KARMA	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
22	2D12 + 2D6				()			
23	2D12 + D8 + D6	<input type="checkbox"/>			()			
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]