



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]