



BASIC INFORMATION

ATTRIBUTES

CHARACTERISTICS

| | | |
|---------------------|----------|-------|
| NAME: | | |
| PLAYER: | | |
| RACE: | PASSION: | |
| GENDER: | AGE: | |
| HEIGHT: | WEIGHT: | |
| HAIR: | SKIN: | EYES: |
| DISCIPLINE (CIRCLE) | | |
| LEGEND POINTS | | |
| CURRENT: | TOTAL: | |
| REPUTATION: | REOWN: | |

PHYSICAL:

DEXTERITY
STRENGTH
TOUGHNESS

| | | |
|--------------------------|--------------------------|--------------------------|
| <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"/> |

VALUE STEP/ACTION DICE

| | | |
|--|--|--|
| | | |
| | | |
| | | |

MENTAL:

PERCEPTION
WILLPOWER
CHARISMA

| | | |
|--------------------------|--------------------------|--------------------------|
| <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"/> |

VALUE STEP/ACTION DICE

| | | |
|--|--|--|
| | | |
| | | |
| | | |

PHYSICAL DEFENSE

SPELL DEFENSE

SOCIAL DEFENSE

PHYS./MEN. ARMOR

| |
|--|
| |
| |
| |
| |

MOVEMENT RATE

| |
|--|
| |
|--|

CARRYING CAPACITY

| |
|--|
| |
|--|

INITIATIVE

| |
|--|
| |
|--|

KARMA

| | | |
|----------|----------|------------|
| CURRENT: | MAXIMUM: | DELIVERED: |
|----------|----------|------------|

| 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 |
| 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]

[illegible]