



## 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:
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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]