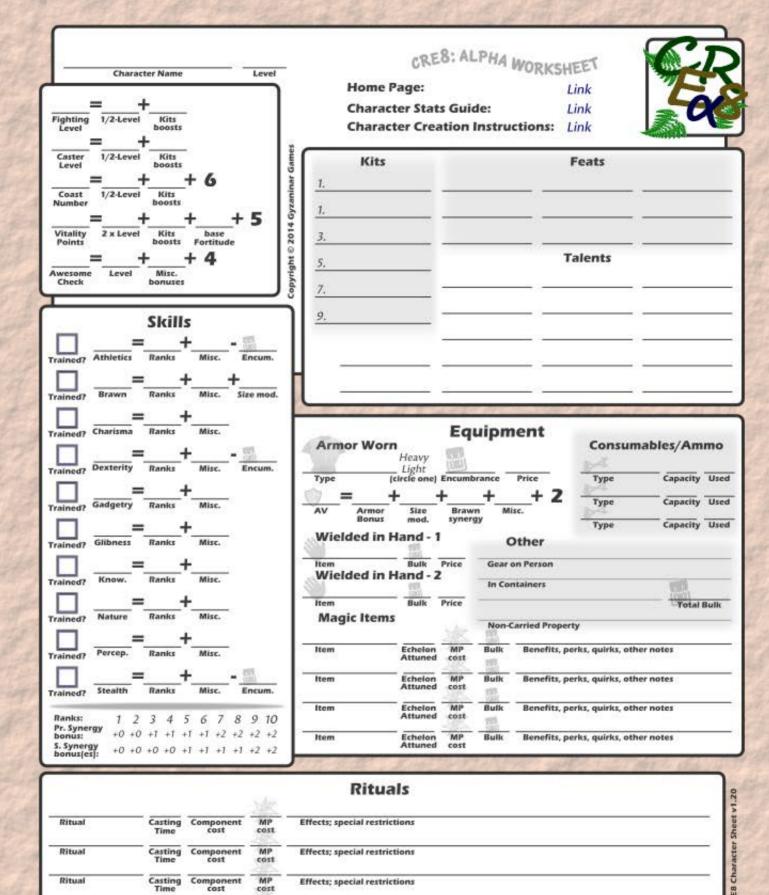
A	Charact	er Name	XP			
7	Level		~			
	Level E		Next Level At			
			Momentum?			
	CA		Exerted?			
Damage Taken	Reserve Points Used	Magic Points Used	Wounded			
t of:	the second	245	Dying			
VP Pool	RP Pool	MP Pool				
Wealth Score	Initiative Count	(e.g. Shaken, Ba	ner conditions ttered, Deafened, diseases)			
Desci Physical features		Descriptive S	Motivations, background, personal history, beliefs, relationships, family, tastes, etc.			
Physi	ical features	- _	Motivations, background, personal history, beliefs, relationships, family, tastes, etc.			
	cal features		Motivations, background, personal history, beliefs, relationships, family, tastes, etc.			

9	ounded)		0	
Fortitude	Reflex	Armor Value	Resistant Value	
Willpower	Defense		(a)	
Sic	ills	Heroic Bonus	Spellcraf Check	
Athletics	Glibness	Awesome Check	Coast Number	
Brawn	Knowledge			
Charisma	Nature			
Dexterity	Perception	-		
Gadgetry Stealth		Traits		
ě.				
Speed				

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Main A	Attack (Ac	curacy +2 with Co	mbat Advantage	
Weapon or type of attack	Impact	Damage Type	Accuracy/ Peril Rating	Reach or ranges
Other	attacks or	uses of Standa	rd Actions:	
Other		wift or move actio eroll options from a		
Note See Worksheet pa				
of character sheet for information al equipment (include	t bout ding			
worn armor and n items) and rituals	-			



Casting

Ritual

Component

MP

Effects; special restrictions