CHARACTER NAME CLASS | LEVEL BLOODLINE ABILITY SCORES & SAVES LINEAGE, HOUSE, & FAMILY XP | EPISODES ABILITY SCORE SCORE BONUS OTHER BONUS OTHER BONUS TOTAL STR DEX CON BLOODLINE ABILITIES LCK INT BLOODLINE ABILITY WIS CHA SKILLS Senses CLASS SKILL BONUS ABILITY TOTAL SCORE BONUS PASSIVE PERCEPTION ACROBATICS YOUR ARCANA **ATHLETICS** Computers PIERCE THE VEIL CRAFTING CLASS ABILITIES & TRAITS CULTURE DARKVISION DECEPTION DRIVE YOUR AURA & ODDITIES **Focus** INSIGHT INTIMIDATE INVESTIGATE LORE MEDICINE CLASS SKILL BONUS **N**ATURE OCCULT COMBAT HIT POINTS HIT POINTS (CURRENT) PERCEPTION HIT DICE **PERFORM** Readied Weapons PERSUASION WEAPON OR ATTACK ATTACK BONUS DAMAGE (& TYPE) OTHER SPEED (GROUND) SPEED (OTHER) SAVING THROWS **PSYCHIC** STRENGTH RELIGION DEXTERITY HIT POINTS (ARMOR) STEALTH Constitution STREET Luck SURVIVAL INTELLIGENCE INITIATIVE PLATES **W**ISDOM TECHNOLOGY THIEVERY CHARISMA Spells, Rituals, & Ceremonies DEATH SAVE SPELL DC WEAPON FIELD NOTES Dosh Combat Conditions BLEED EXHAUSTED NAUSEATED  $\Diamond$  Wounded BLINDED PARALYZED FASCINATED OTHER EFFECTS BROKEN FRESH PETRIFIED FRIGHTENED CHARMED POISONED CONFUSED GRAPPLED PRONE HAMPERED READIED HASTED STAGGERED SPELL NOTES **○**DEAD HAUNTED STUNNED O DEAFENED HELPLESS SURPRISED DISABLED ♦ Invisible ♦ Unconscious CLUES PHYSICAL PSYCHIC SOCIAL

Your Attunements	A Modern, Dark	ROLEPLAYING GAME	Personality & Background
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ATTUNEMENT TYPES   ATTUNEMENT SLOTS = CI	ass Die + Character Level (max 14).		
	MAGICAL TEMS 7) SKILLS		
3) Entities (Archons   Goetic Spirits) 6)	MAGICAL LOCATIONS		
3) LIGHTES (TINCHONS   GUETIC BRIKITS) 0).	LOILE		

The Bloodlines & Black Magic Roleplaying Game Character Sheet

## Spells, Rituals, & Ceremonies

SPELL	Description	Spell DC	Dosh	
			SPELL NOTES	SPELL NOTES
			SPELL NOTES	SPELL NOTES
BACKGROUND WORLD	Notes			
EVERYTHING ELSE				

The Bloodlines & Black Magic Roleplaying Game Character Sheet