EVENING STAR

Circumstances

Character Name					Player Name				Tier		
Background									Siz	 ze	
Foreground	ound							Age			
Lifepaths	Principles								Kisr	net	
									\\\\	\\\\\\	
Goals									Lo		
									<	>	
Habits									Eg	10	
									\Diamond \Diamond	\Diamond \Diamond	
Creeds									Fide	lity	
Appeal	Abilities + Endurance				+			Capa	bilities	+	
Арреш		Enau	runce		т	_					
Resolve	+	Fines	ese		+	_				+	
Wits	+	Swift	ness		+					+	
Mental	Lux Level	Ph	ysical	Lux	Level	_	Optio	nal	Lux	Level	
:	Special Attribu	ıte				Gene	ral Attı	ibutes			
An attribute or ass	et that is unique	ly yours									
	Kith & Kin										
	\lambda				nostions	Foatures	Cambita	Limits	and Special	tios	
♦					inections,	reatures,	Gamores,	Liiiiics, c	mu special	ties	
	\Diamond										
VINPC	·		tion / Status		Capital and Vendible Assets						
			Jol	bs							
			+							+	
exp: ♦♦ ♦♦ ♦♦	$\diamond \diamond \diamond \diamond \diamond \diamond \diamond \diamond$	$\diamond \diamond \diamond \diamond$		exp:	$\diamond \diamond \diamond \diamond \diamond$	·	>	$\diamond \diamond \diamond \diamond$	·		
exp: ◊◊ ◊◊ ◊◊	· ♦♦ ♦♦ ♦♦	$\diamond \diamond \diamond \diamond$		exp:	$\diamond \diamond \diamond \diamond$	·	>	◊◊ ◊◊	• ◊◊	+	
,			+	·						+	
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			+							+	
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			+							+	
exp: ♦♦ ♦♦ ♦♦	$\diamond \diamond \diamond \diamond \diamond \diamond \diamond \diamond$	$\Diamond \Diamond \Diamond \Diamond \Diamond$	Level	exp:	$\diamond \diamond \diamond \diamond \diamond$	* * * * *	>	$\Diamond \Diamond \Diamond \Diamond \Diamond$	·	Level	

Venus Engine (CC BY 4.0)

One-page Character Sheet (v 0.4)