Character Name _____

Expression _____

Breed & Weakness/Domains/Orientation _____

Home Realm _____

Please enter all contact information

*Required Information   Data Entry

Full Name* _____

Pronouns _____

City* _____ **State*** _____

Phone _____

E-mail _____

I am 18+ or have a signed Guardian Consent Form ☐

Please sign below to signify that you have read and agree with our General Rules of Conduct for playing in the game Society in Shadow™.

Signature_____ Date _____

Total EXP _____

Spent EXP _____

Unspent EXP _____

Miscellaneous EXP Spent

Note

Stats

	Stat Bonus
AGL ____ ____ ____	____ ____
CON ____ ____ ____	____ ____
DEX ____ ____ ____	____ ____
INT ____ ____ ____	____ ____
STR ____ ____ ____	____ ____
WIL ____ ____ ____	____ ____

EXP Spent   Final Score

Number of Initiative Stones ____

EXP Level ____

Wealth Level ____

Recharges per Day ____

Vit/Hlth/Blood
CON+CON+STR+
Expression Bonus/Level

Reaction
AGL+DEX+INT

Psyche
CON+CON+WIL+
Expression Bonus/Level

Mortis

7 to 8—12 EXP

Chi
CON+CON+INT+(2*Level)

Essence
CON+WIL+WIL+(2*Level)

Mana
INT+WIL+WIL+(2*Level)

Noumenon
INT+INT+CON+(2*Level)

CC Stats EXP: 72

Stat EXP Chart

1 to 2—4 EXP
2 to 3—8 EXP
3 to 4—12 EXP
4 to 5—20 EXP
5 to 6—32 EXP
6 to 7—52 EXP

Stat Bonus

1	1
2	0
3	0
4	+1
5	+1
6	+2
7	+3

Experience Level Table

XL 0	0 - 0
XL 1	1 - 25
XL 2	26 - 75
XL 3	76 - 150
XL 4	151 - 250
XL 5	251 - 375

Stats EXP Spent

____

Skills

Skill Name	Level	EXP
Offensive		
H-to-H Offense	____	____
Melee Offense	____	____
Thrown Weapons	____	____
Marksmanship	____	____
Spellcasting	____	____
Projection	____	____
Defensive		
H-to-H Defense	____	____
Melee Defense	____	____
Acrobatics	____	____
Spellwarding	____	____
Deflection	____	____

Skill EXP Chart
Level 1—4 EXP
Level 2—8 EXP
Level 3—12 EXP
Level 4—20 EXP

CC Skills EXP: 28

Skill EXP Spent
EXP Spent ____

Contacts

Knowledge	Name	Weekly Uses	Level	EXP
_	_	_	___	.
_	_	_	___	.
_	_	_	___	.
_	_	_	___	.
_	_	_	___	.

Contacts EXP Spent
EXP Spent ____

* Gained from Advantage
Magnetism or Connected

Proficiencies

Offensive Prof.	Stat + Stat + Skill + Mod	Bonuses from Items and such	Score
Strike	+ + + = DEX + STR + H-H Offense		
Thrust	+ + + = AGL + DEX + Melee Offense		
Throw	+ + + = DEX + INT + Thrown Weapons		
Shoot	+ + + = DEX + INT + Marksmanship		
Cast	+ + + = INT + WIL + Spellcasting		
Project	+ + + = INT + WIL + Projection		

Defensive Prof.	Stat + Stat + Skill + Mod	Bonuses from Items and such	Score
Dodge	+ + + = AGL + STR + H-to-H Defense		
Parry	+ + + = AGL + STR + Melee Defense		
Evade	+ + + = AGL + INT + Acrobatics		
Evade	+ + + = AGL + INT + Acrobatics		
Ward	+ + + = CON + WIL + Spellwarding		
Deflect	+ + + = CON + WIL + Deflection		

On the front of the first page, record changes to Home Realm. Data Entry will be done from the information provided there.

Below, record the same changes.

This section will be separated from the top which is needed for data entry. This bottom section will become the Character Record Book which you will carry around while in play.

Home Realm

Realm Favor:

Stamp when Realm Favor Lost

Wealth   Session
Level   Income

Stamp when Income Received

Recharges   # per day   Pool

Session One

Session Two

Session Three

Player Name

Player Number

Character Name

Character Class | Level

Breed / Domain / Orientation

Notes

On the back of the first page, record experience spent on Stats along with changes to Proficiencies and Secondary Stats. Data Entry will be done from the information provided there.

Below, record the same changes to Stats, Proficiencies and Secondary Stats.

→

This section will be separated from the top which is needed for data entry. This bottom section will become the Character Record Book which you will carry around while in play.

Offensive Proficiencies		VS	Defensive Proficiencies	
Strike		◀▶	Dodge	
Thrust		◀▶	Parry	
Throw		◀▶	Evade	
Shoot		◀▶	Evade	
Cast		◀▶	Ward	
Project		◀▶	Deflect	

Secondary Stats

Max Vitality _____

Max Health _____

Max Blood _____

RWP _____

Reaction _____

Max Psyche _____

Mortis _____

Power Points _____

Void Motes _____   Fragments _____

Stats   Bonus

AGL ____ ____

CON ____ ____

DEX ____ ____

INT ____ ____

STR ____ ____

WIL ____ ____

Base	Mods / Notes
Action 1 20	
Action 2 22|16	
Action 3 22|16|12	

Other (for GO use)

Discretionary EXP Chart

Discretionary EXP can be spent in conjunction with CC EXP for statistics, skills, powers, knowledges, or on advantages.

CC EXP: 16

EXP Spent _____

Discretionary Expenditure   EXP

Conditions

All-Out-Defense - +2 Proficiency to single defense until the character takes a turn.
Blind - Suffers -3 to melee attacks and -6 to ranged attacks requiring a target.
Darkness - Applies Blind status to anyone within it.
Daze - Suffers -2 offensive and -1 defensive proficiencies for next 3 turns.
Grappled - Limited to actions that use only 1 hand. -2 proficiencies to attack targets other than grappler, may attempt Struggle Test: STR or AGL opposed by Grappler STR or AGL as an action to remove. Movement reduced to 1 pace. Excluding metaphysical attacks that do not physically manifest, attacks against the grappled character that miss have a chance to hit the grappling character.
Grappling - Limited to actions that use only 1 hand. May attempt struggle test to move with grappled victim as though walking, if failed grappler cannot move. Defend at -2 proficiency penalty against characters outside of the grapple. Excluding metaphysical attacks that do not physically manifest, attacks against the grappling character that miss have a chance to hit the grappled character.
Knocked Out - Unable to take actions or movement and is unaware of surroundings. Vulnerable to Deathblows. May not activate or use interrupt-based powers or effects.
Lame - May not run or sprint. Any powers that grant movement as though sprinting instead grant movement as though walking.
Mute - May not speak, sing, whisper, grunt, whistle, or make any noise that requires air passing from the lungs. Cannot use powers that require vocalization.
Prone - Limited to 1 pace crawling movement. May stand by forfeiting movement or action. If forfeiting movement, suffer -3 movement penalty. Prone characters suffer -1 to all physical defensive proficiencies except evade, which grants +1 proficiency, and -3 to physical offensive proficiencies except Shoot which grants +1 proficiency.
Sluggish - Lose initiative stones, suffer -2 to all proficiency tests, -2 stones to all feats, limited to walking movement, may not activate or use interrupt based powers or effects.
Stunned - Suffer -2 offensive and -1 defensive proficiencies for the next two actions. May use first stunned action to remove condition, may not do anything else except walking movement. May not activate or use interrupt based powers.

Feat vs. Statistic Rating

Statistic Rating \ Feat	0	1	2	3	4	5	6	7	8	9	10	11	12
10	23	21	19	17	15	13	11	9	7	5	3	1	-1
9	21	19	17	15	13	11	9	7	5	3	1	-1	-3
8	19	17	15	13	11	9	7	5	3	1	-1	-3	-5
7	17	15	13	11	9	7	5	3	1	-1	-3	-5	-7
6	15	13	11	9	7	5	3	1	-1	-3	-5	-7	-9
5	13	11	9	7	5	3	1	-1	-3	-5	-7	-9	-11
4	11	9	7	5	3	1	-1	-3	-5	-7	-9	-11	-13
3	9	7	5	3	1	-1	-3	-5	-7	-9	-11	-13	-15
2	7	5	3	1	-1	-3	-5	-7	-9	-11	-13	-15	-17

Initiative Based Powers or Spells

Initiative Stones / Random Bonus

Initiative Stones \ Random Bonus	Black	Blue	Clear	Green	Red	White
Black	+5	+4	+3	+2	+1	+0
Blue	+4	+5	+1	+3	+0	+2
Clear	+3	+1	+5	+0	+2	+4
Green	+2	+3	+0	+5	+4	+1
Red	+1	+0	+2	+4	+5	+3
White	+0	+2	+4	+1	+3	+5

←

This section will be separated from the top which is needed for data entry. This bottom section will become the Character Record Book which you will carry around while in play.

A maximum of 8 points of advantages can be purchased with discretionary EXP. A maximum of 8 discretionary EXP can be gained by taking disadvantages.

CC EXP: 0*
*Advantages must be purchased with discretionary EXP
Advantage EXP Spent

EXP Spent _____

Advantages

EXP Spent

-
-
-

Disadvantages

EXP Gained

-
-
-
-

Special Effects

Special effects can only be used with the Strike, Thrust, Throw, Shoot, Dodge, and Parry proficiencies.

To attempt an offensive special effect, an untrained character suffers a -2 proficiency penalty and deals no damage. A trained* character chooses one or the other. To attempt a defensive special effect, an untrained character suffers a -2 penalty and takes 2 psyche damage. A trained character chooses one or the other. Apply one of the following detrimental effects to the target.
- Knock down - Target is knocked prone
- Throw/Knockback - Target is moved 2 paces in any direction. If using Throw or Shoot, direction must be away from user.
- Disarm - Target is disarmed of user's choice of held item.
- Grab - May not be used with Throw or Shoot. Applies the Grabbed status.
- Stunning Blow - Target is stunned
- Crafty Defnese - Only Dodge or Parry. Attacker takes damage equal to user's AGL bonus.

* Training refers to the use of a proficiency in which the corresponding skill is level 1 or higher.
* If there is a good reason, a GO may lift/add restrictions

Dual Wielding - For Shoot, Thrust, Throw, and Strike attacks, a character can choose to make two simultaneous attacks if equipped to do so (i.e. two swords/firearms/etc), or unarmed. Against separate targets, each attack is resolved independently and the attacker's proficiency for both attacks is 6 less than normal. Other penalties may reduce it further. When both attacks are against the same target, resolve them as a single attack with the proficiency 3 lower than normal (and other penalties may reduce it further). If successful, the attack deals +1 damage.

The attacker may not activate special effects or powers during turns that include simultaneous attacks.

Healing: Heals one point of Health, Blood, and Psyche
Rejuvenation: Heals one point of Health, Blood, Psyche, and Vitality
All types of healing are subject to several limitations in addition to the max scores for each secondary stats.
1) A character cannot heal to greater than her max score.
2) A character cannot recover an amount of Health or Blood greater than her current Vitality. Aeternari are immune to this restriction.
3) Vampyres do not gain Blood from points of healing or rejuvenation and Aeternari do not gain Vitality from points of rejuvenation. Immunity to one aspect of the restrictions does not imply immunity to the others.

Advantages

Disadvantages

Notes

_____
_____
_____
_____

Skills

Offensive	H-to-H Offense	. .
	Melee Offense	. .
	Thrown Weapons	___
	Marksmanship	. .
	Spellcasting	. .
	Projection	___
Defensive	H-to-H Defense	. .
	Melee Defense	. .
	Acrobatics	___
	Spellwarding	. .
	Deflection	___

Power EXP Chart

Basic—4 EXP
Intermediate—8 EXP
Advanced—12 EXP
Supreme—20 EXP

Power Name

In the column under the header "Level," is where you write down the level of the Power (B, I, A, S). In the column under the heading "EXP," record the amount of EXP you've spent.

CC EXP: 20

Power EXP Spent

EXP Spent _____

Level   EXP

If new Power cards are needed, please include one [New Power Card (s) Needed] strip when you turn in your character for stripping.

Data Entry

CRB

Power List

Power Name	Level

This section will be separated from the top which is needed for data entry. This bottom section will become the Character Record Book which you will carry around while in play.

Please write new Powers in both sections.

If new Power cards are needed, please include one [New Power Card(s) Needed] strip when you turn in your character for stripping.

Weapon or Attack Name
Range ____   Base Damage ____   Bonus Damage ____   Total Damage ____
Notes

Weapon or Attack Name
Range ____   Base Damage ____   Bonus Damage ____   Total Damage ____
Notes

Weapon or Attack Name
Range ____   Base Damage ____   Bonus Damage ____   Total Damage ____
Notes

Weapon or Attack Name
Range ____   Base Damage ____   Bonus Damage ____   Total Damage ____
Notes

Movement

Paces	Penalties
Standing	
None	None
Walking	
1-2	-1
Running	
3-4	-3
Sprinting	
5	-6 -3

Knowledge EXP Chart

In the column under the header "Level," is where you write down the final level of the Knowledge.
In the column under the heading "EXP," record the amount of EXP you've spent.

CC EXP: 7

Knowledge Name   Specialization

Knowledge EXP Spent

EXP Spent _____
Level   EXP

Data Entry
CRB

➡️

This section will be separated from the top which is needed for data entry. This bottom section will become the Character Record Book which you will carry around while in play.

Please write new Knowledges in both sections.

Knowledge List			
RoK	Knowledge Name	Specialization	Level
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—
		-	—

Contacts

Name
_____

Level (Uses) _____

Name
_____

Level (Uses) _____

Name
_____

Level (Uses) _____

Name
_____

Level (Uses) _____

Name
_____

Level (Uses) _____

Name
_____

Level (Uses) _____

Name
_____

Level (Uses) _____

Name
_____

Level (Uses) _____