Player
Number

Last
Name

Character Name _____

Expression _____

Breed & Weakness/Domains/Orientation _____

Home Realm _____

*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 _____

For office use

_____ CS

Experience

GO
Stamp
Character

For office use

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 | + + + = <br> DEX + STR + H-H Offense | | |
| Thrust | + + + = <br> AGL + DEX + Melee Offense | | |
| Throw | + + + = <br> DEX + INT + Thrown Weapons | | |
| Shoot | + + + = <br> DEX + INT + Marksmanship | | |
| Cast | + + + = <br> INT + WIL + Spellcasting | | |
| Project | + + + = <br> INT + WIL + Projection | | |
| | | | |
| | | | |
| | | | |

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

Home Realm

Realm Favor:

Stamp when Realm Favor Lost

Stamp when Income Received

Wealth   Session   Income
Level

Recharges   # per day _____   Pool _____

Session One

Session Two

Session Three

Player Name

Player Number

Character Name

Character Class                    Level

Breed / Domain / Orientation

Notes

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.

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 <br> 20 | |
| Action 2 <br> 22\|16 | |
| Action 3 <br> 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

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

## Initiative Stones

Initiative Based Powers or Spells

| 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.

# Advantages/Disadvantages EXP

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

_____        _____

_____

_____        _____

_____

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Data Entry

CRB

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## 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

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 _____

Power Name

| | Level | EXP |
|---|---|---|
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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 |
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**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 |
| **Walking** 1-2 | -1 |
| **Running** 3-4 | -3 |
| **Sprinting** 5 | -6 / -3 |

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.

**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 EXP Spent**

EXP Spent _____

| Knowledge Name | Specialization | Level | EXP |
|---|---|---|---|
| | | | |
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GO
Stamp
Approval

Data Entry

CRB

**Knowledge List**

| RoK | Knowledge Name | Specialization | 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 Knowledges in both sections.

**Contacts**

Name
_____
Level (Uses) _____

Name
_____
Level (Uses) _____

Name
_____
Level (Uses) _____

Name
_____
Level (Uses) _____

Name
_____
Level (Uses) _____

Name
_____
Level (Uses) _____

Name
_____
Level (Uses) _____