

Player
Number

Last
Name

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 _____

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

H-to-H Offense

Melee Offense

Thrown Weapons

Offensive

Marksmanship

Spellcasting

Projection

.....

H-to-H Defense

Melee Defense

Defensive

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

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Contacts EXP Spent

EXP Spent

* Gained from Advantage
Magnetism or Connected

Proficiencies

Offensive Prof.	Stat + Stat + Skill + Mod	Bonuses from Items and such	Score	Defensive Prof.	Stat + Stat + Skill + Mod	Bonuses from Items and such	Score
Strike	+ + + = DEX + STR + H-H Offense			Dodge	+ + + = AGL + STR + H-to-H Defense		
Thrust	+ + + = AGL + DEX + Melee Offense			Parry	+ + + = AGL + STR + Melee Defense		
Throw	+ + + = DEX + INT + Thrown Weapons			Evade	+ + + = AGL + INT + Acrobatics		
Shoot	+ + + = DEX + INT + Marksmanship			Evade	+ + + = AGL + INT + Acrobatics		
Cast	+ + + = INT + WIL + Spellcasting			Ward	+ + + = CON + WIL + Spellwarding		
Project	+ + + = INT + WIL + Projection			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.

Home Realm		<div>Stamp when Realm Favor Lost</div>		<div>Stamp when Income Received</div>	
		Realm Favor:		Wealth Session Level Income	
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.

Data Entry
CRB

Data Entry
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CRB

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Discretionary EXP Chart

Discretionary Expenditure

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

CC EXP: 16

EXP Spent _____
EXP

Data Entry
CRB

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	Initiative Based Powers or Spells	
		0	1	2	3	4	5	6	7	8		
Initiative Stones	Random Bonus											
	Black	+5	+4	+3	+2	+1	+0	-1	-2	-3		
	Blue	+4	+3	+2	+1	+0	-1	-2	-3	-4		
	Clear	+3	+2	+1	+0	-1	-2	-3	-4	-5		
	Green	+2	+1	+0	-1	-2	-3	-4	-5	-6		
	Red	+1	+0	-1	-2	-3	-4	-5	-6	-7		
	White	+0	-1	-2	-3	-4	-5	-6	-7	-8		
		Black	Blue	Clear	Green	Red	White					
		+5	+4	+3	+2	+1	+0	-1	-2	-3	-4	-5
		+4	+3	+2	+1	+0	-1	-2	-3	-4	-5	-6
		+3	+2	+1	+0	-1	-2	-3	-4	-5	-6	-7
		+2	+1	+0	-1	-2	-3	-4	-5	-6	-7	-8
		+1	+0	-1	-2	-3	-4	-5	-6	-7	-8	-9
		+0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10

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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

Data Entry
CRB



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	_____	

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.

Power EXP Spent

EXP Spent

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
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CRB

[illegible]

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

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			



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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.

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.

Knowledge EXP Spent

$$\frac{\text{EXP Spent}}{\text{Level EXP}}$$

GO
Stamp
Approval

Data Entry
■■■■■■■■■■
CRB



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Please write new Knowledges in both sections.

RoK	Knowledge Name	Specialization	Level
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