

PLAYER:



SOAK VALUE

| WOUNDS | |
|-----------|---------|
| THRESHOLD | CURRENT |
| | |

Diagram illustrating the yield point phenomenon on a stress-strain curve. The curve shows an initial linear elastic region, followed by a yield point (marked with a peak), a yield point dropping (marked with a dip), and then a plastic region (marked with a rise).

DEFENSE

RANGED MELEE

CHARACTERISTICS



BRAWN



AGILITY



CUNNING



WILLPOWER



PRESENCE

SKILLS

[illegible][illegible][illegible]

| KNOWLEDGE SKILLS | SETTING? | CAREER? | RANK |
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| MAGIC SKILLS | SETTING? | CAREER? | RANK |
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| CUSTOM SKILLS | SETTING? | CAREER? | RANK |
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WEAPONS

| WEAPON | SKILL | DAMAGE | CRIT | RANGE | SPECIAL |
|--------|-------|--------|------|-------|---------|
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TOTAL XP

AVAILABLE XP

MOTIVATIONS

STRENGTH:

FLAW:

DESIRE:

FEAR:

CHARACTER ILLUSTRATION

CHARACTER DESCRIPTION

GENDER:

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:

NOTABLE FEATURES:

MONEY:

EQUIPMENT LOG

WEAPONS & ARMOR:

PERSONAL GEAR:

NOTES

CRITICAL INJURIES

| SEVERITY | RESULT |
|-----------|--------|
| ◇ ◇ ◇ ◇ ◇ | |
| ◇ ◇ ◇ ◇ ◇ | |
| ◇ ◇ ◇ ◇ ◇ | |
| ◇ ◇ ◇ ◇ ◇ | |

TALENTS AND SPECIAL ABILITIES

| NAME | PAGE # | ABILITY SUMMARY |
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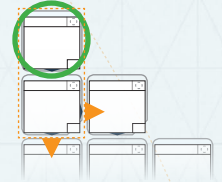
TALENT PYRAMID

GENESYS™

PURCHASING TALENTS

This sheet tracks the talents that you purchase for your character. When you purchase your character's first Tier 1 talent, record it in the upper leftmost box in the Tier 1 column.

When purchasing talents, your character must have more talents in a tier than they do in the next highest tier.



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TIER 1
5xp

TIER 2
10xp

TIER 3
15xp

TIER 4
20xp

TIER 5
25xp