



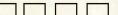
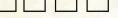
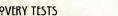
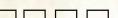
# ATTRIBUTES

	BASE VALUE	L.P. INCREASE	CURRENT VALUE	STEP	ACTION DICE
DEXTERITY					
STRENGTH					
TOUGHNESS					
PERCEPTION					
WILLPOWER					
CHARISMA					

# CHARACTERISTICS

<b>PHYSICAL DEFENSE</b>	<b>MYSTIC DEFENSE</b>	<b>SOCIAL DEFENSE</b>	<b>PHYSICAL ARMOR</b>	<b>MYSTIC ARMOR</b>
				
				
<b>SHIELD</b>	<b>MOVEMENT RATE</b>	<b>CARRYING CAPACITY</b>	<b>TOTAL WEIGHT</b>	
				
<b>DEXTERITY STEP</b>	<b>ARMOR PENALTY</b>	<b>INITIATIVE</b>	<b>INITIATIVE STEP</b>	<b>ACTION DICE</b>
				
<b>-</b>	<b>+</b>	<b>=</b>		

HEALTH

WOUND THRESHOLD	WOUNDS	WOUND BALANCE	CURRENT DAMAGE		
	 				
RECOVERY TESTS		RECOVERY DICE			
	 				
UNCONSCIOUSNESS RATING	BASE VALUE	DURABILITY	OTHER	BLOOD MAGIC	CURRENT VALUE
					
DEATH RATING					

# KARMA

CURRENT      MAXIMUM      KARMA DIE

# WEAPON

WEAPON	TIMES FORGED	DAMAGE STEP	DAMAGE DICE	RANGE
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NAME: \_\_\_\_\_ CIRCLE: \_\_\_\_\_

## **DISCIPLINE:**

**GENDER:**

AGE:

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**WEIGHT:**

#### **HAIR.**

## HEIGHT:

**WEIGHT:**

**HAIR:**

**EYES:**

## **SKIN:**

### **RACIAL ABILITIES:**

# TALENTS

## DISCIPLINE TALENTS

DISCIPLINE TALLITS		ACTION	STRAIN	RANK	ATTRIBUTE	STEP	ACTION DICE
NOVICE		+			=		
		+			=		
		+			=		
		+			=		
		+			=		
		+			=		
		+			=		
		+			=		
JOURNEYMAN		+			=		
		+			=		
		+			=		
		+			=		
		+			=		
WARDEN		+			=		
		+			=		
		+			=		
MASTER		+			=		
		+			=		
		+			=		

OTHER TALENTS

TIER TALLIES		ACTION	STRAIN	RANK	ATTRIBUTE	STEP	ACTION DICE
NPVICE		+	=				
		+	=				
		+	=				
		+	=				
JOURNEYMAN		+	=				
		+	=				
		+	=				
		+	=				
WARDEN		+	=				
		+	=				
		+	=				
		+	=				
MASTER		+	=				
		+	=				
		+	=				

# SKILLS

## SKILL

# EQUIPMENT

# VALUEABLES

# THREAD MAGIC

**OBJECT** MAX. THREADS MYSTIC DEFENSE RANK **EFFECT**

# BLOOD MAGIC

OBJECT	EFFECT	STRAIN

# LEGEND POINTS

CURRENT	REKNOWN
TOTAL	REPUTATI

# DISCIPLINE ABILITIES & HALF MAGIC

# LANGUAGES

STEP	ACTION DICE
1	D4 - 2
2	D4 - 1
3	D4
4	D6
5	D8
6	D10
7	D12
8	2D6
9	D8 + D6
10	2D8
11	D10 + D8
12	2D10
13	D12 + D10
14	2D12
15	D12 + 2D6
16	D12 + D8 + D6
17	D12 + 2D8
18	D12 + D10 + D8
19	D20 + 2D6
20	D20 + D8 + D6
21	D20 + 2D8
22	D20 + D10 + D8
23	D20 + 2D10
24	D20 + D12 + D10
25	D20 + 2D12
26	D20 + D12 + 2D6
27	D20 + D12 + D8 + D6
28	D20 + D12 + 2D8
29	D20 + D12 + D10 + D8
30	2D20 + 2D6

# SPELLS

## MAGE TALENTS

## SPELLS & MATRICES

## TALENT KNACKS

KNACK

BASE TALENT

ACTION

TOTAL STRAIN

ACTION DICE

REQUIRED SUCCESSES

## PATTERN ITEMS

ITEM

TYPE

## FAMILIAR / MOUNT

NAME:

TYPE:

DEXTERITY

STEP ACTION DICE

PERCEPTION

STEP ACTION DICE

STRENGTH

WILLPOWER

TOUGHNESS

CHARISMA

PHYSICAL  
DEFENSE

MYSTIC  
DEFENSE

SOCIAL  
DEFENSE

PHYSICAL  
ARMOR

MYSTIC  
ARMOR

INITIATIVE

STEP ACTION DICE

Movement Rate

CARRYING CAPACITY

TOTAL WEIGHT

WOUND THRESHOLD

WOUNDS

WOUND BALANCE

CURRENT DAMAGE

UNCONSCIOUSNESS RATING

DEATH RATING

RECOVERY TESTS

RECOVERY DICE

KARMA

ATTACK

CURRENT

MAXIMUM

KARMA DICE

STEP

ACTION DICE

NUMBER OF ACTIONS

## WEAPON / ATTACK TYPES

WEAPON

STEP

DAMAGE DICE

WEAPON

STEP

DAMAGE DICE

## POWERS

POWER

ACTION RANK

ATTRIBUTE

STEP

ACTION DICE

## QUESTOR

PASSION:

FAITH POINTS:

POWER

ACTION RANK ATTRIBUTE STEP ACTION DICE

+ =

+ =

+ =

## BACKGROUND

BIRTHPLACE & BIRTHDATE:

PERSONALITY TRAITS:

QUOTE:

APPEARANCE

SKETCH

## PERSONALITY