

DAWN OF THE ESCHATION

CHARACTER SHEET

NAME	AGE	GENDER	PLAYER
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STRENGTH	BODY	HIT POINTS (Body +10)	MIND POINTS (Mind +10)	DARK POINTS (Darkness Stat)	SURVIVAL POINTS	
MIND	AGILITY	RESIST INSANITY (Mind + Chill)	SURPRISE (Chill + Agility)	REST (Body + Darkness)	CRIT. WOUND (½ of Hit Points)	INITIATIVE (Mind + Agility)

CHILL	DARKNESS	STRENGTH-[ ] [ ] Move Heavy Object [ ] Block [ ] Fighting	CHILL-[ ] [ ] Be Still [ ] Presence [ ] Deceive / Lie [ ] Fire Guns
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ABILITIES _____ _____ _____ _____ _____	MIND-[ ] [ ] Search [ ] Notice [ ] Medicine t [ ] Pick Locks t [ ] Tinkering [ ] Chemistry t [ ] Survival [ ] Navigating [ ] Alchemy t [ ] Prof. t _____ [ ] Prof. t _____	BODY-[ ] [ ] Resist Poisons [ ] Maintain Exertion
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AFFLICTIONS _____ _____ _____ _____ _____	AGILITY-[ ] [ ] Athletics [ ] Dodge [ ] Sneak [ ] Contortion [ ] Throw
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CRITICAL WOUNDS _____ _____ _____ _____ _____	DARKNESS-[ ] [ ] Sense Darkness t
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Left Hand Right Hand

Left Hand Right Hand

WEAPONS				
Weapon	Damage	Hands	Block/Break	Ranged
			/	
			/	
			/	
			/	

Ammo: \_\_\_\_\_

WEAPONS				
Weapon	Damage	Hands	Block/Break	Ranged
			/	
			/	
			/	
			/	

Ammo: \_\_\_\_\_

WEAPONS				
Weapon	Damage	Hands	Block/Break	Ranged
			/	
			/	
			/	
			/	

Ammo: \_\_\_\_\_

WEAPONS				
Weapon	Damage	Hands	Block/Break	Ranged
			/	
			/	
			/	
			/	

Ammo: \_\_\_\_\_

WEAPONS				
Weapon	Damage	Hands	Block/Break	Ranged
			/	
			/	
			/	
			/	

Ammo: \_\_\_\_\_

WEAPONS				
Weapon	Damage	Hands	Block/Break	Ranged
			/	
			/	
			/	
			/	

Ammo: \_\_\_\_\_

WEAPONS				
Weapon	Damage	Hands	Block/Break	Ranged
			/	
			/	
			/	
			/	

Ammo: \_\_\_\_\_

[illegible]

# BACKSTORY & PERSONALITY

[illegible]

# RECURRING NIGHTMARE