



BASIC INFORMATION

ATTRIBUTES

CHARACTERISTICS

NAME: _____
 PLAYER: _____
 RACE: _____ PASSION: _____
 GENDER: _____ AGE: _____
 HEIGHT: _____ WEIGHT: _____
 HAIR: _____ SKIN: _____ EYES: _____
 DISCIPLINE (CIRCLE) _____
 LEGEND POINTS
 CURRENT: _____ TOTAL: _____
 REPUTATION: _____ RENOWN: _____

PHYSICAL:

DEXTERITY	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	VALUE	STEP/ACTION DICE
STRENGTH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
TOUGHNESS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

MENTAL:

PERCEPTION	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	VALUE	STEP/ACTION DICE
WILLPOWER	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
CHARISMA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

PHYSICAL DEFENSE _____
 SPELL DEFENSE _____
 SOCIAL DEFENSE _____
 PHYS./MEN. ARMOR _____
 MOVEMENT RATE _____
 CARRYING CAPACITY _____
 INITIATIVE _____

KARMA

CURRENT: _____ MAXIMUM: _____ DELIVERED: _____

STEP / ACTION DICE		DISCIPLINE TALENTS							
		TALENT NAME	ACTION	STRAIN	ATTRIBUTE	RANK	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	D10+D6				()				
11	D10+D8				()				
12	2D10				()				
13	D12+D10				()				
14	D20+D4				()				
15	D20+D6				()				
16	D20+D8				()				
17	D20+D10				()				
18	D20+D12				()				
19	D20+2D6				()				
20	D20+D8+D6				()				
21	D20+D10+D6				()				
22	D20+D10+D8				()				
		OTHER TALENTS							
		TALENT NAME	KARMA	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
23	D20+2D10		<input type="checkbox"/>			()			
24	D20+D12+D10		<input type="checkbox"/>			()			
25	D20+D10+D8+D4		<input type="checkbox"/>			()			
26	D20+D10+D8+D6		<input type="checkbox"/>			()			
27	D20+D10+2D8		<input type="checkbox"/>			()			
28	D20+2D10+D8		<input type="checkbox"/>			()			
29	D20+D12+D10+D8		<input type="checkbox"/>			()			
30	D20+D10+D8+2D6		<input type="checkbox"/>			()			
31	D20+D10+2D8+D6		<input type="checkbox"/>			()			
32	D20+2D10+D8+D6		<input type="checkbox"/>			()			
33	D20+2D10+2D8		<input type="checkbox"/>			()			
34	D20+3D10+D8		<input type="checkbox"/>			()			
35	D20+D12+2D10+D8		<input type="checkbox"/>			()			
36	2D20+D10+D8+D4		<input type="checkbox"/>			()			
37	2D20+D10+D8+D6		<input type="checkbox"/>			()			
38	2D20+D10+2D8		<input type="checkbox"/>			()			
39	2D20+2D10+D8		<input type="checkbox"/>			()			
40	2D20+D12+D10+D8		<input type="checkbox"/>			()			

WEAPONS

HEALTH

WEAPON NAME	ATTACK	ST.	DAMAGE	RANGE	RECOVERY TESTS:	/PER DAY	RECOVERY DICE:
	()		()		WOUND THRESHOLD:		WOUNDS: <input type="checkbox"/> (-) <input type="checkbox"/> (-1) <input type="checkbox"/> (-2) <input type="checkbox"/> (-3)
	()		()		UNCONSCIOUSNESS:		<input type="checkbox"/> (-4) <input type="checkbox"/> (-5) <input type="checkbox"/> (-6) <input type="checkbox"/> (-7) <input type="checkbox"/> (-8)
	()		()		DEATH:		BLIND MAGIC:
	()		()		CURRENT DAMAGE/STRAIN:		

