



BASIC INFORMATION

ATTRIBUTES

CHARACTERISTICS

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

PHYSICAL:		VALUE	STEP/ACTION DICE	
DEXTERITY	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
STRENGTH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
TOUGHNESS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
MENTAL:		VALUE	STEP/ACTION DICE	
PERCEPTION	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
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:
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STEP / ACTION DICE	DISCIPLINE TALENTS							
	TALENT NAME	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE	
1	D6 - 3			()				
2	D6 - 2			()				
3	D6 - 1			()				
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	D12 + 2D10			()				
20	2D12 + D10			()				
21	3D12			()				
22	2D12 + 2D6			()				
	OTHER TALENTS							
	TALENT NAME	KARMA	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
23	2D12 + D8 + D6	<input type="checkbox"/>			()			
24	2D12 + 2D8	<input type="checkbox"/>			()			
25	2D12 + D10 + D8	<input type="checkbox"/>			()			
26	2D12 + 2D10	<input type="checkbox"/>			()			
27	3D12 + D10	<input type="checkbox"/>			()			
28	4D12	<input type="checkbox"/>			()			
29	3D12 + 2D6	<input type="checkbox"/>			()			
30	3D12 + D8 + D6	<input type="checkbox"/>			()			
31	3D12 + 2D8	<input type="checkbox"/>			()			
32	3D12 + D10 + D8	<input type="checkbox"/>			()			
33	3D12 + 2D10	<input type="checkbox"/>			()			
34	4D12 + D10	<input type="checkbox"/>			()			
35	5D12	<input type="checkbox"/>			()			
36	4D12 + 2D6	<input type="checkbox"/>			()			
37	4D12 + D8 + D6	<input type="checkbox"/>			()			
38	4D12 + 2D8	<input type="checkbox"/>			()			
39	4D12 + D10 + D8	<input type="checkbox"/>			()			
40	4D12 + 2D10	<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:		BLOOD MAGIC:
	()		()		CURRENT DAMAGE/STRAIN:		

PORTRAIT	BRIEF DESCRIPTION	DISCIPLINE BONUS/ABILITY			
		CIRCLE	BONUS/ABILITY	CIRCLE	BONUS/ABILITY

SKILLS							LANGUAGES		RACIAL ABILITIES		
SKILL NAME	ACTION	STRAIN	ATTRIBUTE	RANK	ST.	AC. DICE	SPEAK	READ/WRITE			
			()								
			()								
			()								
			()								
			()								
			()								
			()								
			()								
			()								
			()								
			()								
			()								
			()								
			()								
			()								
			()								
									HALF MAGIC		
									FAITH POINTS		
									ARMOR AND SHIELD		
									TYPE OF ARMOR	VALUE	I.M.
										P/N	
										P/N	
										P/N	
										P/N	
										P/N	
										P/N	
									TOTAL:	P/N	

TALENT KNACKS			
(TALENT:)	(TALENT:)	(TALENT:)	(TALENT:)
(TALENT:)	(TALENT:)	(TALENT:)	(TALENT:)
(TALENT:)	(TALENT:)	(TALENT:)	(TALENT:)
(TALENT:)	(TALENT:)	(TALENT:)	(TALENT:)

BLOOD MAGIC				THREAD MAGIC			
TYPE	DAMAGE	EFFECT		OBJECT	RANK	LP COST	EFFECT

EQUIPMENT		MONEY AND TREASURES	
		COPPER (1/10):	
		SILVER (1):	
		GOLD (10):	
		OTHER:	
		WATER AND FOOD SUPPLIES	

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