

PLAYER: _____
 CHARACTER NAME: _____
 DISCIPLINE: _____
 CIRCLE: _____
 RACE: _____
 AGE: _____ HAIR: _____ EYES: _____
 HEIGHT: _____ WEIGHT: _____ SEX: _____
 NOTES: _____



ATTRIBUTES				
	INCREASES	VAL.	STEP	ACTION DICE
DEXTERITY	00000	()	_____	_____
STRENGTH	00000	()	_____	_____
TOUGHNESS	00000	()	_____	_____
PERCEPTION	00000	()	_____	_____
WILLPOWER	00000	()	_____	_____
CHARISMA	00000	()	_____	_____

INITIATIVE	
INITIATIVE STEP _____	ARMOR MOD. _____
FINAL STEP _____	ACTION DICE _____

KARMA	
CURRENT _____	MAX _____
COST _____	ACTION DICE _____

DEFENSE
PHYSICAL _____
SPELL _____
SOCIAL _____

ARMOR
PHYSICAL _____
MYSTIC _____

MOVEMENT
FULL _____
COMBAT _____

STRENGTH
LIFT _____
CARRY _____

DAMAGE	
CURRENT _____	WOUNDS _____
DEATH RATING _____	UNCON. RATING _____
WOUND THR. _____	BLOOD MAGIC _____
DEPATTERNING _____	DURABILITY _____
RECOV. TESTS _____	RECOV. DICE _____

TALENTS							
TALENT	RANK	ATTR. STEP	TALENT STEP	ACTION DICE	DISC	KARMA	STRAIN
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____
_____	_____	_____	_____	_____	Y/N	Y/N	_____

WEAPONS

WEAPON	DAMAGE STEP	DAMAGE DICE	RANGE (S/M/L)
_____	_____	_____	/ /
_____	_____	_____	/ /
_____	_____	_____	/ /
_____	_____	_____	/ /
_____	_____	_____	/ /

EQUIPMENT

EQUIPMENT	WT.	COST	EQUIPMENT	WT.	COST
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

SKILLS

SKILL	RANK	ATTR. STEP	FINAL STEP	ACTION DICE
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

LEGEND POINTS

CURRENT	_____
TOTAL	_____
LEGENDARY STATUS	_____

MONEY

GOLD	_____
SILVER	_____
COPPER	_____
ELEMENTAL COIN	_____

RACIAL ABILITIES

STEP/ACTION TABLE

STEP	DICE
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
23	D20+2D10
24	D20+D12+D10
25	D20+D10+D8+D4
26	D20+D10+D8+D6

BACKGROUND NOTES

