



Character Name _____

Campaign _____

Concept _____

Alignment _____

Motivation _____

Personality _____

Race _____ Gender _____ Age _____ Height _____ Weight _____

Hair _____ Eyes _____ Skin _____ Speed _____

Expoints Earned _____ Expoints Spent _____

ATTRIBUTES

HEALTH POINTS  / _____

PHYSICAL ▶	MUS MUSCLE	AGI AGILITY	END ENDURANCE
MENTAL ▶	INT INTELLECT	INS INSIGHT	CUN CUNNING
SOCIAL ▶	PTY PERSONALITY	PSN PERSUASION	PRS PRESENCE
SPIRITUAL ▶	CRG COURAGE	PSY PSYCHE	SFC SELF-CONTROL

SKILLS

MUSCLE RANKS TOTAL	AGILITY RANKS TOTAL	ENDURANCE RANKS TOTAL	PERSONALITY RANKS TOTAL	PERSUASION RANKS TOTAL	PRESENCE RANKS TOTAL	OCCUPATION RANKS
Grip <input type="text"/> <input type="text"/>	Dodge <input type="text"/> <input type="text"/>	Run <input type="text"/> <input type="text"/>	Animal Control <input type="text"/> <input type="text"/>	Bluff <input type="text"/> <input type="text"/>	Disguise <input type="text"/> <input type="text"/>	_____ <input type="text"/>
Lift <input type="text"/> <input type="text"/>	Gymnastics <input type="text"/> <input type="text"/>	Swim <input type="text"/> <input type="text"/>	Leadership <input type="text"/> <input type="text"/>	Negotiate <input type="text"/> <input type="text"/>	Intimidate <input type="text"/> <input type="text"/>	_____ <input type="text"/>
Smash <input type="text"/> <input type="text"/>	Thievery <input type="text"/> <input type="text"/>	Vitality <input type="text"/> <input type="text"/>	Seduce <input type="text"/> <input type="text"/>	Taunt <input type="text"/> <input type="text"/>	Perform <input type="text"/> <input type="text"/>	_____ <input type="text"/>
INTELLECT RANKS TOTAL	INSIGHT RANKS TOTAL	CUNNING RANKS TOTAL	COURAGE RANKS TOTAL	PSYCHE RANKS TOTAL	SELF CONTROL RANKS TOTAL	Notes/Conditionals
Focus <input type="text"/> <input type="text"/>	Discern <input type="text"/> <input type="text"/>	Perception <input type="text"/> <input type="text"/>	Guts <input type="text"/> <input type="text"/>	Clairvoyance <input type="text"/> <input type="text"/>	Mind Control <input type="text"/> <input type="text"/>	
Healing <input type="text"/> <input type="text"/>	Lore <input type="text"/> <input type="text"/>	Search <input type="text"/> <input type="text"/>	Mettle <input type="text"/> <input type="text"/>	Lucidity <input type="text"/> <input type="text"/>	Resilience <input type="text"/> <input type="text"/>	
Translate <input type="text"/> <input type="text"/>	Machinery <input type="text"/> <input type="text"/>	Stealth <input type="text"/> <input type="text"/>	Reaction <input type="text"/> <input type="text"/>	Sanity <input type="text"/> <input type="text"/>	Virtue <input type="text"/> <input type="text"/>	

ATTACK

ACTION POINTS 

WEAPON NAME _____

AP	TYPE	HARM	PARRY	VS DISARM
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

NOTES / CONDITIONALS / MODS _____

ATTACK ▶	TOTAL	CUN	WPN	ACC	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

DAMAGE ▶	TOTAL	MUS	SMASH	HARM	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

PARRY ▶	TOTAL	AGI	WPN	PARRY	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON NAME _____

AP	TYPE	HARM	PARRY	VS DISARM
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

NOTES / CONDITIONALS / MODS _____

ATTACK ▶	TOTAL	CUN	WPN	ACC	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

DAMAGE ▶	TOTAL	MUS	SMASH	HARM	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

PARRY ▶	TOTAL	AGI	WPN	PARRY	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON NAME _____

AP	TYPE	HARM	PARRY	VS DISARM
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

NOTES / CONDITIONALS / MODS _____

ATTACK ▶	TOTAL	CUN	WPN	ACC	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

DAMAGE ▶	TOTAL	MUS	SMASH	HARM	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

PARRY ▶	TOTAL	AGI	WPN	PARRY	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON SKILLS RANKS _____ RANKS _____ RANKS _____

_____ _____ _____

_____ _____ _____

DEFENSE

MDEF 

EVADE ▶	TOTAL	AGI	DODGE	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

GUARD ▶	TOTAL	END	VITALITY	ARMOR	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMOR

NAME _____

BONUS _____ HINDRANCE _____ MODS _____

NOTES/CONDITIONALS _____

SHIELD

NAME _____ AP _____ HARM _____

MODS _____ PARRY _____ VS DISARM _____

ATTACK ▶	TOTAL	CUN	WPN	ACC	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

DAMAGE ▶	TOTAL	MUS	SMASH	HARM	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

PARRY ▶	TOTAL	AGI	WPN	PARRY	MISC
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

NOTES / CONDITIONALS _____

MAGIC POINTS 

SPIRIT POINTS 

FATE POINTS 

