



Character Name _____

Campaign _____

Concept _____

Alignment _____

Motivation _____

Personality _____

Race _____ Gender _____ Age _____ Height _____ Weight _____

Hair _____ Eyes _____ Skin _____ Speed _____ Size _____

Expoints Earned _____ Expoints Spent _____

ATTRIBUTES HEALTH POINTS / _____

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

SKILLS MAGIC POINTS SPIRIT POINTS FATE POINTS

MUS RANKS MISC TOTAL	AGI RANKS MISC TOTAL	END RANKS MISC TOTAL	CHA RANKS MISC TOTAL	PSN RANKS MISC TOTAL	PRS RANKS MISC TOTAL
Dash <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Dodge <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Stamina <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Animal Ctrl. <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Bluff <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Disguise <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Grip <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Gymnastics <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Guard <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Leadership <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Negotiate <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Intimidate <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Might <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Thievery <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Vitality <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Seduce <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Taunt <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Perform <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
INT RANKS MISC TOTAL	INS RANKS MISC TOTAL	CUN RANKS MISC TOTAL	CRG RANKS MISC TOTAL	PSY RANKS MISC TOTAL	SFC RANKS MISC TOTAL
Craft <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Discern <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Perception <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Guts <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Clairvoyance <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Mind Ctrl. <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Healing <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Lore <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Search <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Mettle <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Lucidity <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Resilience <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Machinery <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Translate <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Stealth <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Reaction <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Sanity <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Virtue <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Notes/Conditionals

ATTACK ACTION POINTS

WEAPON NAME _____

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

MODIFICATIONS _____

NOTES / CONDITIONALS _____

ATTACK ▶	TOTAL	CUN	WPN	ACC	MISC
	_____	_____	_____	_____	_____
DAMAGE ▶	TOTAL	MUS	SMASH	HARM	MISC
	_____	_____	_____	_____	_____
PARRY ▶	TOTAL	AGI	WPN	PARRY	MISC
	_____	_____	_____	_____	_____

WEAPON NAME _____

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

MODIFICATIONS _____

NOTES / CONDITIONALS _____

ATTACK ▶	TOTAL	CUN	WPN	ACC	MISC
	_____	_____	_____	_____	_____
DAMAGE ▶	TOTAL	MUS	SMASH	HARM	MISC
	_____	_____	_____	_____	_____
PARRY ▶	TOTAL	AGI	WPN	PARRY	MISC
	_____	_____	_____	_____	_____

WEAPON NAME _____

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

MODIFICATIONS _____

NOTES / CONDITIONALS _____

ATTACK ▶	TOTAL	CUN	WPN	ACC	MISC
	_____	_____	_____	_____	_____
DAMAGE ▶	TOTAL	MUS	SMASH	HARM	MISC
	_____	_____	_____	_____	_____
PARRY ▶	TOTAL	AGI	WPN	PARRY	MISC
	_____	_____	_____	_____	_____

DEFENSE MDEF

TOTAL	END	VITALITY	ARMOR	MISC
_____	_____	_____	_____	_____

GUARD ▶ _____

ARMOR

NAME _____ HINDRANCE BONUS

MATERIAL / MODIFICATIONS _____

NAME _____ HINDRANCE BONUS

MATERIAL / MODIFICATIONS _____

NOTES / CONDITIONALS _____

SHIELD

NAME _____ PARRY VS DISARM AP HARM

TOTAL	CUN	WPN	ACC	MISC
_____	_____	_____	_____	_____

ATTACK ▶ _____

TOTAL	MUS	SMASH	HARM	MISC
_____	_____	_____	_____	_____

DAMAGE ▶ _____

TOTAL	AGI	WPN	PARRY	MISC
_____	_____	_____	_____	_____

PARRY ▶ _____

MODIFICATIONS / NOTES / CONDITIONALS _____

SPECIAL SKILLS

OCCUPATION	RANKS	WEAPON SKILL	RANKS	RANKS
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="checkbox"/>

LANGUAGES

INVENTORY & WEALTH

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RACIAL INFORMATION

TRUMPS & FAULTS

NAME	COST	NOTES	PAGE
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

SPECIAL POWERS

NAME	RANKS	NOTES	PAGE
<input type="text"/>	★ ☆ ☆ ☆ ☆	<input type="text"/>	<input type="checkbox"/>
<input type="text"/>	★ ☆ ☆ ☆ ☆	<input type="text"/>	<input type="checkbox"/>
<input type="text"/>	★ ☆ ☆ ☆ ☆	<input type="text"/>	<input type="checkbox"/>
<input type="text"/>	★ ☆ ☆ ☆ ☆	<input type="text"/>	<input type="checkbox"/>