



Character Name _____

Campaign _____

Concept _____

Alignment _____

Motivation _____

Personality _____

Race _____ Sexuality _____ Age _____ Height _____ Weight _____

Hair _____ Eyes _____ Skin _____ Speed _____ Size _____

Exploits Earned _____ Exploits 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	AGI	END	CHA	PSN	PRS
Dash	Dodge	Stamina	Animal Ctrl.	Bluff	Disguise
Grip	Gymnastics	Guard	Leadership	Negotiate	Intimidate
Might	Thievery	Vitality	Seduce	Taunt	Perform
INT	INS	CUN	CRG	PSY	SFC
Craft	Discern	Perception	Guts	Clairvoyance	Mind Ctrl.
Healing	Lore	Search	Mettle	Lucidity	Resilience
Machinery	Translate	Stealth	Reaction	Sanity	Virtue

Notes/Conditionals

ATTACK ACTION POINTS

WEAPON NAME _____

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

MODIFICATIONS _____

NOTES / CONDITIONALS _____

WEAPON NAME _____

AP	TYPE	HARM	PARRY	VS DISARM
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MODIFICATIONS _____

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WEAPON NAME _____

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

MODIFICATIONS _____

NOTES / CONDITIONALS _____

DEFENSE MDEF

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

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
<input type="text"/>				

ATTACK

TOTAL	MUS	MIGHT	HARM	MISC
<input type="text"/>				

DAMAGE

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

PARRY

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

MODIFICATIONS / NOTES / CONDITIONALS _____

