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|  | **PLAYER**: |  |
| **CHARACTER:** |  |
| **Species:** |  | **Age:** |  |
| **Ethnicity:** |  | **Sex:** |  | **Height:** |  | **Weight:** |  |
| **Hair:** |  | **Eyes:** |  | **Build:** |  |
| **Homeland:** |  | **Group:** |  |
| **Concept:** |  | **Affiliation:** |  |
| **Profession:** |  | **Allegiance:** |  |
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| **A T T R I B U T E S** |
|  | **M E N T A L** | **P H Y S I C A L** | **S O C I A L** |
| **POWER** | **Intelligence** | ●⭘⭘⭘⭘ | **Strength** | ●⭘⭘⭘⭘ | **Presence** | ●⭘⭘⭘⭘ |
| **FINESSE** | **Wits** | ●⭘⭘⭘⭘ | **Dexterity** | ●⭘⭘⭘⭘ | **Manipulation** | ●⭘⭘⭘⭘ |
| **RESISTANCE** | **Resolve** | ●⭘⭘⭘⭘ | **Stamina** | ●⭘⭘⭘⭘ | **Composure** | ●⭘⭘⭘⭘ |
| **S K I L L S** | **O T H E R T R A I T S** |
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| **M E N T A L****(-3 Unskilled)** |  | **M E R I T S** |  | **H E A L T H** |
|  | ⭘⭘⭘⭘⭘ | ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 |
| **Academics** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |
| **Crafts** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |  |
| **Investigation** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ | **H E A L I N G T I M E S** |
| **Medicine** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ | **Bashing** | **Lethal** | **Aggravated** |
| **Occult** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |  |  |  |
| **Politics** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |  |
| **Religion** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ | **W I L L P O W E R** |
| **Warfare** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ | ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 |
| **P H Y S I C A L****(-1 Unskilled)** |  | ⭘⭘⭘⭘⭘ |
| **O T H E R T R A I T S** |
| **Archery** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ | **O T H E R T R A I T S** |
| **Athletics** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ | ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘ ⭘🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 🞏 |
| **Brawl** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |
| **Larceny** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |
| **Ride** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ | **N O T E S** |
| **Stealth** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |  |
| **Survival** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |  |
| **Weaponry** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |  |
| **S O C I A L** **(-1 Unskilled)** | **O T H E R T R A I T S** |  |
|  | ⭘⭘⭘⭘⭘ | **E X P E R I E N C E** |
| **Animal Ken** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |  |  |
| **Empathy** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |
| **Expression** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |  |
| **Intimidation** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ | **Size:** |  |  |  |
| **Persuasion** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ | **Speed:** |  |  |  |
| **Socialize** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ | **Defense:** |  |  |  |
| **Streetwise** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ | **Initiative:** |  |  |  |
| **Subterfuge** | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ | **Armor:** |  |  |  |

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| **Character Creation & Experience Cost: Attributes** 5/4/3 **XP:** new dots X 5 \* **Skills** 11/7/4 **XP:** new dots X 3 \* **Specialties**: 3. **XP**: 3 points per. \* **Merits & Endowments** 7 **XP:** new dots X 2 \* (Buying the fifth dot in any area costs two points) \* **Health** = Stamina + Size \***Willpower** = Resolve + Composure **XP:** 8 points per. \* **Size** = 5 (for adult humans) \* **Defense** = Lowest of Dexterity or Wits \* **Initiative Mod** = Dexterity + Composure \* **Speed** = Strength + Dexterity + 5 (for adult humans). \* **Monsters: - *Qualities*:** 5/3/2/1 , ***Dread Powers***: 3 new dots X 5. \* **Sorcerers**: ***New******Mysteries***: 8 points per. ***Mysteries*** **XP**: new dots X 3 **Source** = Stamina + Resolve.  |

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| **M E L E E W E A P O N R Y** |  | **O T H E R T R A I T S** | **O T H E R T R A I T S** |
| **Weapon** | **Dmg** | **Size** | **Dur** | **Notes** |  | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |
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| **Notes**: |  |  | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |
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| **Notes**: |  |  | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |
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| **Notes**: |  |  | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |
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| **Notes**: |  |  | ⭘⭘⭘⭘⭘ |  | ⭘⭘⭘⭘⭘ |
| **R A N G E D W E A P O N R Y** | **C H A R A C T E R N O T E S** |
| **Weapon** | **Dmg** | **Rng** | **Cap** | **Str** | **Size** |  |
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| **Notes**: |  |  |
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| **A R M O R & P R O T E C T I O N** |  |
| **Class** | **Rating** | **Str** | **Def** | **Speed** |  |
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| **Notes**: |  |  |
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| **E Q U I P M E N T** |  |
| **Item** | **Dur** | **Size** | **Struc** |  |
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