



**BASIC INFORMATION**

NAME:		
PLAYER:		
RACE:	PASSION:	
GENDER:	AGE:	
HEIGHT:	WEIGHT:	
HAIR:	SKIN:	EYES:
DISCIPLINE (CIRCLE)		
LEGEND POINTS		
CURRENT:	TOTAL:	
REPUTATION:	REOWN:	

**ATTRIBUTES**

<b>PHYSICAL:</b>		VALUE	STEP/ACTION DICE
DEXTERITY	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
STRENGTH	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
TOUGHNESS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
<b>MENTAL:</b>		VALUE	STEP/ACTION DICE
PERCEPTION	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
WILLPOWER	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
CHARISMA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

**CHARACTERISTICS**

PHYSICAL DEFENSE	
MYSTIC DEFENSE	
SOCIAL DEFENSE	
PHYS./MY. ARMOR	
PHYS./MY. SHIELD	
MOVEMENT RATE	
CARRYING CAPACITY	
INITIATIVE	

**KARMA**

CURRENT:	MAXIMUM:	DELIVERED:
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**STEP / ACTION DICE**      **DISCIPLINE TALENTS**

	STEP / ACTION DICE	TALENT NAME	PAGE	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
1	D4 - 2					( )			
2	D4 - 1					( )			
3	D4					( )			
4	D6					( )			
5	D8					( )			
6	D10					( )			
7	D12					( )			
8	2D6					( )			
9	D8 + D6					( )			
10	2D8					( )			
11	D10 + D8					( )			
12	2D10					( )			
13	D12 + D10					( )			
14	2D12					( )			
15	D12 + 2D6					( )			
16	D12 + D8 + D6					( )			
17	D12 + 2D8					( )			
18	D12 + D10 + D8					( )			
19	D20 + 2D6					( )			
20	D20 + D8 + D6					( )			
21	D20 + 2D8					( )			

**OTHER TALENTS**

	STEP / ACTION DICE	TALENT NAME	PAGE	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
22	D20 + D10 + D8					( )			
23	D20 + 2D10					( )			
24	D20 + D12 + D10					( )			
25	D20 + 2D12					( )			
26	D20 + D12 + 2D6					( )			
27	D20 + D12 + D8 + D6					( )			
28	D20 + D12 + 2D8					( )			
29	D20 + D12 + D10 + D8					( )			
30	2D20 + 2D6					( )			
31	2D20 + D8 + D6					( )			
32	2D20 + 2D8					( )			
33	2D20 + D10 + D8					( )			
34	2D20 + 2D10					( )			
35	2D20 + D12 + D10					( )			
36	2D20 + 2D12					( )			
37	2D20 + D12 + 2D6					( )			
38	2D20 + D12 + D8 + D6					( )			
39	2D20 + D12 + 2D8					( )			
40	2D20 + D12 + D10 + D8					( )			

**WEAPONS**

WEAPON NAME	ATTACK	ST.	DAMAGE	RANGE
	( )		( )	
	( )		( )	
	( )		( )	
	( )		( )	

**HEALTH**

RECOVERY TESTS:	/PER DAY	RECOVERY DICE:
WOUND THRESHOLD:		WOUNDS: <input type="checkbox"/> (-1) <input type="checkbox"/> (-2) <input type="checkbox"/> (-3) <input type="checkbox"/> (-4)
UNCONSCIOUSNESS:		<input type="checkbox"/> (-5) <input type="checkbox"/> (-6) <input type="checkbox"/> (-7) <input type="checkbox"/> (-8) <input type="checkbox"/> (-9)
DEATH:		BLOOD MAGIC:
CURRENT DAMAGE/STRAIN:		

