

Main Character Sheet

NAME:	NATURE:	AGE / SEX:	/
PLAYER:	DEMEANOR:	AMBITION:	
REGION:	RESIDENCE:	CONCEPT:	

ATTRIBUTES

PHYSICAL

STRENGTH ----- ●○○○○○○○
DEXTERITY ----- ●○○○○○○○
STAMINA ----- ●○○○○○○○

SOCIAL

CHARISMA ----- ●○○○○○○○
MANIPULATION ----- ●○○○○○○○
APPEARANCE ----- ●○○○○○○○

MENTAL

PERCEPTION -----●○○○○○○○○

INTELLIGENCE -----●○○○○○○○○

WITS -----●○○○○○○○○

ABILITIES

TALENTS

ALERTNESS	-----	○○○○○○○○
ATHLETICS	-----	○○○○○○○○
BRAWL	-----	○○○○○○○○
DODGE	-----	○○○○○○○○
ENDURANCE	-----	○○○○○○○○
INTIMIDATION	-----	○○○○○○○○
INTUITION	-----	○○○○○○○○
LEGERDEMAIN	-----	○○○○○○○○
PERSUASION	-----	○○○○○○○○
SUBTERFUGE	-----	○○○○○○○○

SKILLS

ANIMAL KEN	-----	○○○○○○○○
CRAFTS	-----	○○○○○○○○
ENGINEERING	-----	○○○○○○○○
FIREARMS	-----	○○○○○○○○
MEDITATION	-----	○○○○○○○○
MELEE	-----	○○○○○○○○
PERFORMANCE	-----	○○○○○○○○
PILOT	-----	○○○○○○○○
STEALTH	-----	○○○○○○○○
SURVIVAL	-----	○○○○○○○○

KNOWLEDGE

ACADEMICS	-----	○○○○○○○○
COMPUTER	-----	○○○○○○○○
CULTURE	-----	○○○○○○○○
INVESTIGATION	-----	○○○○○○○○
LINGUISTICS	-----	○○○○○○○○
MANAGEMENT	-----	○○○○○○○○
MEDICINE	-----	○○○○○○○○
OCCULT	-----	○○○○○○○○
PSYCHOLOGY	-----	○○○○○○○○
SCIENCE	-----	○○○○○○○○

ADVANTAGES

POWERS/PATHS

[illegible]WILLPOWER

VIRTUES

CONVICTION ----- ● ○ ○ ○ ○

SELF-CONTROL ----- ● ○ ○ ○ ○

COURAGE ----- ● ○ ○ ○ ○

MORALITY

BACKGROUNDS/OTHER TRAITS

[illegible]

COMMONLY USED DICE POOLS

PERC+ALERT
INITIATIVE d10+ (DEX+WITS)

DODGE ROLL (DEX+DODGE)

FIREARMS (DEX+F.ARMS)

THROWN WPN. (DEX+ATHL.)

HELD WPN. (DEX+MELEE)

PUNCH/KICK (DEX+BRAWL)

ARMOR DICE

SOAK: _____

LETHAL

BASHING

HEALTH LEVELS

		LA	EXT
BRUISED		☐	☐ ☐ ☐
HURT	-1	☐	☐ ☐ ☐
INJURED	-1	☐	☐ ☐ ☐
WOUNDED	-2	☐	☐ ☐ ☐
MAULED	-2	☐	☐ ☐ ☐
CRIPPLED	-5	☐	☐ ☐ ☐
INCAPACITATED		☐	☐ ☐ ☐

Tracking Sheet

[illegible]

Equipment

[illegible]

Detailed Info

[illegible]