BASIC INFORMATION

NAME:		
PLAYER:		
RACE:	PASSION:	
GENDER:	AGE:	
HEIGHT:	WEIGHT:	
HAIR:	SKIN:	EYES:

DISCIPLINE	(CIRCLE)

LEGEND POINTS	
CURRENT:	TOTAL:
REPUTATION:	RENOWN:

ATTRIBUTES

PHYSICAL:		VALUE	STEP/ACTION DICE	
DEXTERITY	❑❑❑			
STRENGTH	❑❑❑			
TOUGHNESS	❑❑❑			

MENTAL:		VALUE	STEP/ACTION DICE	
PERCEPTION	❑❑❑			
WILLPOWER	❑❑❑			
CHARISMA	❑❑❑			

CHARACTERISTICS

PHYSICAL DEFENSE		
SPELL DEFENSE		
SOCIAL DEFENSE		
PHYS./MEN. ARMOR		
MOVEMENT RATE		
CARRYING CAPACITY		
INITIATIVE		

KARMA

CURRENT:	MAXIMUM:	DELIVERED:

STEP / ACTION DICE

1	D6 - 3
2	D6 - 2
3	D6 - 1
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	D12 + 2D10
20	2D12 + D10
21	3D12
22	2D12 + 2D6
23	2D12 + D8 + D6
24	2D12 + 2D8
25	2D12 + D10 + D8
26	2D12 + 2D10
27	3D12 + D10
28	4D12
29	3D12 + 2D6
30	3D12 + D8 + D6
31	3D12 + 2D8
32	3D12 + D10 + D8
33	3D12 + 2D10
34	4D12 + D10
35	5D12
36	4D12 + 2D6
37	4D12 + D8 + D6
38	4D12 + 2D8
39	4D12 + D10 + D8
40	4D12 + 2D10

DISCIPLINE TALENTS

TALENT NAME	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			

OTHER TALENTS

TALENT NAME	KARMA	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			
	❑			( )			

WEAPONS

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

HEALTH

RECOVERY TESTS:	/PER DAY	RECOVERY DICE:
WOUND THRESHOLD:		WOUNDS: ❑(--) ❑(-1) ❑(-2) ❑(-3)
UNCONSCIOUSNESS:		❑(-4) ❑(-5) ❑(-6) ❑(-7) ❑(-8)
DEATH:		BLOOD MAGIC:
CURRENT DAMAGE/STRAIN:		

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Portrait	Brief Description

Discipline Bonuses

Circle	Bonus/Ability	Circle	Bonus/Ability

Skills

Skill Name	Action	Strain	Attribute	Rank	ST.	AC. Dice
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			
			( )			

Languages

Speak	Read/Write

Racial Abilities

Half Magic

Faith Points

Armor and Shield

Type of Armor	Value	I.M.
	p/m	
	p/m	
	p/m	
	p/m	
	p/m	
Total:	p/m	

Talent Knacks

(Talent:)	(Talent:)	(Talent:)	(Talent:)
(Talent:)	(Talent:)	(Talent:)	(Talent:)
(Talent:)	(Talent:)	(Talent:)	(Talent:)
(Talent:)	(Talent:)	(Talent:)	(Talent:)

Blood Magic

Type	Damage	Effect

Thread Magic

Object	Rank	LP Cost	Effect

Equipment

Money and Treasures

Copper (1/10):

Silver (1):

Gold (10):

Other:

Water and Food Supplies

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SPELL BOOK

SPELL NAME	IN MATRIX?	TYPE	CIRCLE	THREADS	WEAVING/REATTUNING DIFFICULTY	CASTING DIFFICULTY	RANGE	DURATION	EFFECT

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