

- CHARACTER SHEET -

CHARACTER NAME _____ RACE _____ GENDER _____ HEIGHT _____ WEIGHT _____

PLAYER NAME _____

CONCEPT _____ LOWER SELF _____ HIGHER SELF _____

- SKILLS -

Animal Handling (Pre)

Athletics (Agi/Str)

Brawl (Str)

Chemistry (Int)

Deduction (Per)

Discipline (Wil)

Drive/Pilot (Agi)

Marksmanship (Agi)

Mechanics (Agi/Int)

Mercantile (Int/Pre)

Occult (Int)

Persuasion (Pre)

Profession (Int)

Search (Per)

Stealth (Agi)

Subterfuge (Pre)

Survival (Fort)

Thrown (Agi)

Weapon Skill (Str)

- ACTIONS -

Offensive Defensive

- ATTRIBUTES -

-/+ Temp

Strength

Agility

Fortitude

Intellect

Willpower

Perception

Presence

EXPERIENCE DESTINY

- WOUNDS -

Constitution

Stress

Ego

- ARMAMENTS -

Damage Critical Effects Weight

Damage Critical Effects Weight

Damage Critical Effects Weight

- SUPERNATURAL -

Channeling (Pre)

Engineering (Int)

Focus (Wil)

Incantation (Int)

Petitioning (Wil)

- AMMO -

Type Amount

Type Amount

Type Amount

- ARMOR -

Name Defense BR Weight

Name Defense BR Weight

Name Defense BR Weight

- PERKS -

- FLAWS -

- GEAR -

- WEIGHT -

- WEALTH -

£ _____s

- INCOME -

£ _____s

- LODGING -

- NOTES -

- RACIAL PERKS -

- RACIAL FLAWS -

- MAGIC SCHOOLS -

&

- ARTIFICE HOUSES -

- SUPERNATURAL PERKS -

CARRYING CAPACITY _____ / _____