

SKILLS

BASIC SKILLS

Jump (1/2 Height; +1' per 25 Str) _____	Leap (1/2 Base Move) _____
Lifting (Str: TS 1 per 75 lbs)* _____	Swimming (Basic: 1'/10 Sta) _____
Throw (Per) _____	vs. Fear Check (Willpower) _____
vs. Horror Check (Wits) _____	vs. Poison Check (Stamina) _____

*Refer to pg. 76 for more information on Lifting

NOTES

CHARACTER NAME _____	SPECIES _____	HEROIC LUCK _____
SIZE _____	FOCUS _____	RANK _____

ATTRIBUTES

Strength	<input type="text"/>	Intelligence	<input type="text"/>
Stamina	<input type="text"/>	Wits	<input type="text"/>
Agility	<input type="text"/>	Willpower	<input type="text"/>
Perception	<input type="text"/>	Charisma	<input type="text"/>

INITIATIVE

Roll D10 +

MOVE

HEALTH POINTS

CURRENT HEALTH	MAX HEALTH
<input type="text"/>	<input type="text"/>

FATIGUE POINTS

CURRENT FATIGUE	MAX FATIGUE
<input type="text"/>	<input type="text"/>

DEFENSES

Total		Total	
Physical Defense	<input type="text"/>	Magical Defense	<input type="text"/>
Total		Total	
Divine Defense	<input type="text"/>	Jinhu Defense	<input type="text"/>

ARMOR

ARMOR TYPE	ABSORPTION	Armor Bonuses
<input type="text"/>	<input type="text"/>	<input type="text"/>

SHIELD

Shield Type	Shield Armor Absorb	PD Bonus
<input type="text"/>	<input type="text"/>	<input type="text"/>

ATTACKS

Attack/Weapon Type	TOTAL SKILL	BASE DMG	DMG BNS	STRIKE RANGE	CRIT RANGE	Special Notes

PERSONAL INFORMATION

PHILOSOPHY & POINTS

HOMELAND

BACKGROUND

DEITY

AGE

GENDER

VISION

HEIGHT

WEIGHT

INSANITY

ASPECT

MOTIVATION

REPUTATION

Species Merit Cost

Campaign Merit Cost

Ability Merit Cost

Rank Bonus Merit Cost

Total Merit Cost

Earned Merit For New Rank

EQUIPMENT IN BACKPACK		EQUIPMENT IN POUCHES	
ITEM DESCRIPTION	WEIGHT	SIDE	WEIGHT

EQUIPMENT ON WORN BODY

Armor: _____ Head: _____
Belt: _____ Neck: _____
Body: _____ Body: _____
Chest: _____ Rings: _____
Eyes: _____
Feet: _____ Shield: _____
Hands: _____ Wrist: _____

ENCUMBRANCE

None (Str x2) Light (Str x3) Moderate (Str x4)

Heavy (Str x5) Severe (Str x6) Maximum Lift (Str x6)

ABILITIES
