

Character Name _____ Player Name _____ Concept _____ Type _____ Description _____	Life Points _____ Armour _____ Drama Points _____ Experience _____
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Portrait

Attributes Strength _____ Intelligence _____ Dexterity _____ Perception _____ Constitution _____ Willpower _____	Qualities Origin: _____ _____ _____ _____ _____
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Skills <table style="width: 100%;"> <tr> <td style="width: 50%;">Acrobatics _____</td> <td style="width: 50%;">Humanities _____</td> </tr> <tr> <td>Alchemy _____</td> <td>Influence _____</td> </tr> <tr> <td>Arts _____</td> <td>Lucid Dreaming _____</td> </tr> <tr> <td>Bow Fu _____</td> <td>Nature _____</td> </tr> <tr> <td>Combat _____</td> <td>Notice _____</td> </tr> <tr> <td>Computers _____</td> <td>Occultism _____</td> </tr> <tr> <td>Crime _____</td> <td>Science _____</td> </tr> <tr> <td>Doctor _____</td> <td>Sports _____</td> </tr> <tr> <td>Earth _____</td> <td>Terra _____</td> </tr> <tr> <td>_____</td> <td>_____</td> </tr> </table>	Acrobatics _____	Humanities _____	Alchemy _____	Influence _____	Arts _____	Lucid Dreaming _____	Bow Fu _____	Nature _____	Combat _____	Notice _____	Computers _____	Occultism _____	Crime _____	Science _____	Doctor _____	Sports _____	Earth _____	Terra _____	_____	_____	Drawbacks _____ _____ _____ _____ _____
Acrobatics _____	Humanities _____																				
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Crime _____	Science _____																				
Doctor _____	Sports _____																				
Earth _____	Terra _____																				
_____	_____																				

Maneuvers			
Maneuver	Bonus	Damage	Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Notes

Equipment	Success Levels
_____	Roll
_____	Success Levels
_____	9 - 10
_____	11 - 12
_____	13 - 14
_____	15 - 16
_____	17 - 20
_____	21 - 23
_____	24 - 26
_____	27 - 29
_____	30 - 32
_____	33 - 35
_____	+3
_____	+1

