Character name	Players name

Occupation	Position / Rank	Wages / Month	Titles & Holdings
Gender	Height	Weight	Date of Birth (Age)
Race / Ethnicity	Place of Origin	Social Class	Religion

Characteristics

Primary & Secondary Attributes

STRENGTH	%	
Endurance		
Stamina		
AGILITY	%	
Reaction		
Dexterity		
INTELLECT	%	
Willpower		
Observation		
PRESENCE	%	
Appearance		
Aura		

Tertiary Attributes

Shock Bonus		Death Bonus			
Initiative Bonus		Surprise Bonus			
Fatigue Score		Movement #			

Dice Pools

Lore	Faith

Significant Wounds

Location	*Severity Penalty*

Total Hits



Difficulties

Simple	4+
Routine	8+
Average	12+
Challenging	18+
Difficult	24+
Formidable	36+

Target

Augment

(1)	
(2)	
(3)	
(4)	
(5)	
(6)	

Hit Locations

1 - Torso	
2 - Left Arm	
3 - Left Leg	
4 - Right Arm	
5 - Right Leg	
6 - Head	

Wounds

Superficial	(1)
Light	(3)
Moderate	(6)
Serious	(9)
Critical	(12)
Lethal	(15)

Skills

Skill	Level	Attribute	Total

Equipment, Artifacts, Holdings & Other Posessions

Weapon Statistics

Weapon	Attack	Defence	Speed	Damage	Range	Swingpoints

Armour	Head	Torso	L Arm	R Arm	L Leg	R Leg

Notes & Additional Information