Character Information

Name:_____

Race:_____

Vision:_____

Heroic Luck

Rank

Insanity Points

Initiative

Philosophy:_____

Redemption Points:_____

Temptation Points:_____

Skill Focus:_____

Merit Requirement: _____

Size:_____

Move:_____

Weight:_____ **Height**:_____

Motivations: _____

_____

_____

Miscellaneous: _____

_____

_____

Attributes

		Adj.	Mod.
Physical	Str		
	Sta		
	Agi		
	Per		
Mental	Int		
	Wits		
	Will		
	Chr		

Life

Health Points

Base

Beaten

Battered

Fatigue Points

Base

Character Skills

Skill Name	Ctrl Att.	Skill Base	Focus Bonus	Addtl Bonus	Skill Total

Basic Skills

Jump (# feet equal to 1/2 height + 1' per 25 Str)	
Leap (# feet equal 1/2 of height)	
Climb (Basic - Climb 1' per 10 of Str/Phase, equal to 35 + Agi or Per Mod)	
Throw (Untrained Weaponcraft Per)	
Sneak (Can Move 1/4 of normal Move)	
Swim (Basic - Can swim 1' per 10 of Sta/AP)	
Bluff	
Disbelieve	
Lifting (TS 1 per 75 lbs vs. Str)	

Weapons and Attacks

Weapon Name	Base Skill	Skill Adjst	Dmg Base	Dmg Bns	APC	Strike Range

Defenses

	Base	Adjst.
Physical Defense		
Magic Defense		
Divine Defense		
Jinhu Defense		

Armor

Armor Type	Armor Absorb	Armor Points	Base Dmg Reduction

Traits and Abilities

Character Skills

Skill Name	Ctrl Att.	Skill Base	Focus Bonus	Rank Add.	Skill Total

Traits and Abilities

Character Equipment

Item	Location	Weight

Treasure

Gold Pieces ____ Silver Pieces ____

Copper Pieces ____ Bronze Pieces ____

Jewels ____

Encumbrance

Severe (Str x 4) ____ Heavy (Str x 3) ____ Moderate (Str x 2) ____

Light (Str x 1.5) ____ None (Str) ____ Maximum Lift (Str x 4) ____