

Character:

Player: _____

Saga:

Setting: _____ Current Year: _____

House: _____

Age: _____ **Size:** _____ **Confidence:** _____ / _____

Decrepitude:

Effects of Aging:

Warping:

Effects of Warping:

Characteristics

		Description	Score
Intelligence	Int	(_____)	_____
Perception	Per	(_____)	_____
Strength	Str	(_____)	_____
Stamina	Sta	(_____)	_____
Presence	Pre	(_____)	_____
Communication	Com	(_____)	_____
Dexterity	Dex	(_____)	_____
Quickness	Qik	(_____)	_____

Virtues:

Flaws:



Birth Name: _____

Year Born: _____ Gender: _____

Race/Nationality: _____ Religion: _____

Place of Origin: _____ Title/Profession: _____

Height: _____ Weight: _____

Hair: _____ Eyes: _____ Handedness: _____

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Abilities

Type	Score
(_____) _____	
(_____) _____	
(_____) _____	
(_____) _____	
(_____) _____	

Combat	
Armor Worn:	Soak
Combat Modifiers:	Armor Load

Fatigue Levels			
<input type="checkbox"/>			Fresh
<input type="checkbox"/>	0	2 min.	Winded
<input type="checkbox"/>	-1	10 min.	Weary
<input type="checkbox"/>	-3	30 min.	Tired
<input type="checkbox"/>	-3	1 hr.	Dazed
<input type="checkbox"/>	-5	2 hr.	Unconscious

Wounds		Range	Number					Penalty	Notes
Light Wounds	-	— —	<input type="checkbox"/>	-1					
Medium Wounds	-	— —	<input type="checkbox"/>	-3					
Heavy Wounds	-	— —	<input type="checkbox"/>	-5					
Incapacitated	-	— —	<input type="checkbox"/>						
Dead	+	—	<input type="checkbox"/>						

Weapons					Abil Qik Weap Enc INIT				Dex Abil Wpn ATK				Qik Abil Wpn DFN				Str Wpn DAM Load Range				
					+	+	=			+	+	=			+	+	=		+	=	
					+	+	=			+	+	=			+	+	=		+	=	
					+	+	=			+	+	=			+	+	=		+	=	
					+	+	=			+	+	=			+	+	=		+	=	
					+	+	=			+	+	=			+	+	=		+	=	
					+	+	=			+	+	=			+	+	=		+	=	

Equipment Load: _____ Burden: _____ Encumbrance: _____