



player _____

CHARACTER NAME

DISCIPLINE: _____

CIRCLE: _____

RACE: _____

AGE: _____ HAIR: _____ EYES: _____

HEIGHT: _____ WEIGHT: _____ SEX: _____

ATTRIBUTES

	Value	Step	Action dice
DEXTERITY	()	_____	_____
STRENGTH	()	_____	_____
TOUGHNESS	()	_____	_____
PERCEPTION	()	_____	_____
WILLPOWER	()	_____	_____
CHARISMA	()	_____	_____

CHARACTERISTICS

DEFENSE			ARMOR	
Physical	Spell	Social	Physical	Mystic
☐	☐	☐	☐	☐
INITIATIVE		MOVEMENT		
Dex. step: _____		Full _____ Combat _____		
Armor mod: _____		STRENGTH		
Final step/		Carry _____ Lift _____		
Action dice: _____				

KARMA

CURRENT	MAXIMUM	COST	ACTION DIE

TALENTS

	Rank	+	Attr. step	= Talent step	Action dice	Disc.	Action	Karma	Strain
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____
_____	_____	+	_____	= _____	_____	Y/N	Y/N	Y/N	_____

STEP/ACTION DICE

STEP	DICE
4	D6
5	D8
6	D10
7	D12
8	2D6
9	D8+D6
10	D10+D6
11	D10+D8
12	2D10
13	D12+D10
14	D20+D4
15	D20+D6
16	D20+D8
17	D20+D10
18	D20+D12
19	D20+2D6
20	D20+D8+D6

WEAPONS

	Damage step	Damage dice	Range (S/M/L)
_____	_____	_____	____/____/____
_____	_____	_____	____/____/____
_____	_____	_____	____/____/____
_____	_____	_____	____/____/____

DAMAGE

Current damage	Wounds	Blood magic ☐
Death rating _____	Recovery tests _____	
Wound threshold _____	Recovery dice _____	
Unconsciousness rating _____		

equipment

Legend points

Current: _____

Total: _____

Legendary status: _____

RACIAL ABILITIES

wealth

Gold:

Silver:

Copper

MAGICAL TREASURE

1. _____
2. _____
3. _____
4. _____

Notes

spells

	Threads	Weaving difficulty	Range	Duration	Effect
1. _____	_____	_____	_____	_____	_____
2. _____	_____	_____	_____	_____	_____
3. _____	_____	_____	_____	_____	_____
4. _____	_____	_____	_____	_____	_____
5. _____	_____	_____	_____	_____	_____
6. _____	_____	_____	_____	_____	_____
7. _____	_____	_____	_____	_____	_____
Notes: _____	_____	_____	_____	_____	_____

BACKGROUND NOTES
