



THIRD EDITION

NAME: _____

PLAYER: _____

ASPECT: _____

CONCEPT: _____

ANIMA: _____

ORIGIN: _____

ATTRIBUTES

STRENGTH _____ 00000
DEXTERITY _____ 00000
STAMINA _____ 00000

CHARISMA _____ 00000
MANIPULATION _____ 00000
APPEARANCE _____ 00000

PERCEPTION _____ 00000
INTELLIGENCE _____ 00000
WITS _____ 00000

ABILITIES

- Archery 00000, Athletics 00000, Awareness 00000, Brawl 00000, Bureaucracy 00000, Craft 00000, Dodge 00000, Integrity 00000, Investigation 00000, Larceny 00000, Linguistics 00000, Lore 00000, Martial Arts 00000, Medicine 00000, Melee 00000, Occult 00000, Performance 00000, Presence 00000, Resistance 00000, Ride 00000, Sail 00000, Socialize 00000, Stealth 00000, Survival 00000, Thrown 00000, War 00000

SPECIALIZATIONS

MERITS

- Merits 00000, 00000, 00000, 00000, 00000, 00000

MUTATIONS

WILLPOWER

Willpower dice pool: 12 dice

ESSENCE

Essence dice pool: 5 dice

- Personal, Peripheral, Committed

EXPERIENCE

Current: _____ Total: _____

DEMON EXPERIENCE

Current: _____ Total: _____

ADDITIONAL ABILITIES

- Additional abilities 00000, 00000, 00000, 00000, 00000, 00000

WEAPONS

Table with columns: Weapon Name, ACC, DMG, DEF, OVW, TAGS, Dice Pool. Includes MORTAL ARCHERY, MORTAL THROWN, ARTIFACT ARCHERY, ARTIFACT THROWN with associated stats.

HEALTH & DEFENSE

Armor, Soak, Hard, MP, Tags, Parry, Evasion, Rush, Resolve, Guile, Disengage, Natural Soak, Final Soak, Join Battle

HEALTH LEVELS

Health levels dice pool: 20 dice

Join Battle: Wits + Awareness (plus 3 successes) • Withering attack pool: Dexterity + (Combat Ability) + weapon's accuracy • Decisive attack pool: Dexterity + (Combat Ability) • Defense: Higher of Parry or Evasion • Parry: ((Dexterity + (Combat Ability) / 2, round up) + weapon's defense • Evasion: ((Dexterity + Dodge) / 2, round up) - armor's mobility penalty • Rush: Dexterity + Athletics • Disengage: Dexterity + Dodge • Resolve = ((Wits + Integrity + specialty) / 2, round up) • Guile = ((Manipulation + Socialize + specialty) / 2, round up) • Natural Soak = Stamina • Soak = Stamina + Charms + Armor Soak, defends against Withering attacks • Hardness = Best hardness value from Charm or Armor, if higher than a Decisive attack dice pool, the attack fails. • Every time an opponent attacks a character, that character suffers a cumulative -1 Defense penalty until his next turn.

