

BONE FLOWERS

NAME:
PLAYER:
CHRONICLE:

NATURE:
P'O NATURE:
DEMEANOR:

BALANCE:
DIRECTION:
WU:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	00000	Charisma	00000	Perception	00000
Dexterity	00000	Manipulation	00000	Intelligence	00000
Stamina	00000	Appearance	00000	Wits	00000

ABILITIES

TALENTS		SKILLS		KNOWLEDGES	
Alertness	00000	Animal Ken	00000	Academics	00000
Athletics	00000	Crafts	00000	Computer	00000
Awareness	00000	Drive	00000	Finance	00000
Brawl	00000	Etiquette	00000	Investigation	00000
Empathy	00000	Firearms	00000	Law	00000
Expression	00000	Larceny	00000	Medicine	00000
Intimidation	00000	Melee	00000	Occult	00000
Leadership	00000	Performance	00000	Politics	00000
Streetwise	00000	Stealth	00000	Science	00000
Subterfuge	00000	Survival	00000	Technology	00000

ADVANTAGES

DISCIPLINES		DISCIPLINES		BACKGROUNDS	
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

YIN CHI



YANG CHI

DHARMA

0 0 0 0 0

HUN

0 0 0 0 0 0 0 0 0 0

P'O

0 0 0 0 0 0 0 0 0 0



□ □ □ □ □ □ □ □ □ □

DEMON CHI

WILLPOWER

0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □

HEALTH

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

IMBALANCE

EXPERIENCE

BONE FLOWERS

OTHER TRAITS

00000
00000
00000
00000
00000
00000
00000
00000
00000
00000

RISES

NAME LEVEL

MARTIAL ARTS

STYLE: _____

MANEUVERS: _____

AFFILIATIONS

AUSPICIOUS OMENS AND SYMBOLS

MERITS & FLAWS

MERIT	COST	FLAW	BONUS
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

HISTORY

GOALS

DESCRIPTION

AGE: _____

APPARENT AGE: _____

SEX: _____

RACE: _____

HAIR: _____

EYES: _____

HEIGHT: _____

WEIGHT: _____

GEAR & EQUIPMENT

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____