



NAME:
PLAYER:
CHRONICLE:

NATURE:
P'O NATURE:
DEMEANOR:

BALANCE:
DIRECTION:
WU:

ATTRIBUTES

PHYSICAL

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

SOCIAL

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

MENTAL

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

ABILITIES

TALENTS

Alertness _____ 00000
Athletics _____ 00000
Brawl _____ 00000
Dodge _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Leadership _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

SKILLS

Animal Ken _____ 00000
Crafts _____ 00000
Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Martial Arts _____ 00000
Melee _____ 00000
Performance _____ 00000
Stealth _____ 00000
Survival _____ 00000

KNOWLEDGES

Computer _____ 00000
Finance _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Rituals _____ 00000
Science _____ 00000

ADVANTAGES

DISCIPLINES

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

DISCIPLINES

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

BACKGROUNDS

_____ 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 _____
Hurt -1 _____
Injured -1 _____
Wounded -2 _____
Mauled -2 _____
Crippled -5 _____
Incapacitated _____

IMBALANCE

EXPERIENCE



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: _____	HAIR: _____
APPARENT AGE: _____	EYES: _____
SEX: _____	HEIGHT: _____
RACE: _____	WEIGHT: _____

GEAR & EQUIPMENT

COMBAT

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