

# THE SPELLBOUND

NAME:

NATURE:

FACTION:

PLAYER:

DEMEANOR:

TYPE:

CHRONICLE:

CONCEPT:

CABAL:

## 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  
 Awareness \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Intuition \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### SKILLS

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Demolitions \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Research \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## ADVANTAGES

### MAGICAL ARTS

Elements \_\_\_\_\_ 00000  
 Fortune \_\_\_\_\_ 00000  
 Foundation \_\_\_\_\_ 00000  
 Secrets of the Body \_\_\_\_\_ 00000  
 Secrets of the Mind \_\_\_\_\_ 00000  
 Spacetime \_\_\_\_\_ 00000  
 Spiritualism \_\_\_\_\_ 00000

### FOCI

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### SPELLS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### ENHANCEMENT'S

	POWER	SPEED	ENDURANCE
1	0	1	0
2	0	2	0
3	0	3	0
4	0	4	0
5	0	5	0
6	0	6	0
7	0	7	0
8	0	8	0
9	0	9	0
100		100	100

### BACKGROUNDS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### QUINT'ESSENCE

□ □ □ □ □ □ □ □ □ □  
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### WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
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### EXPERIENCE

\_\_\_\_\_

### HEALTH

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

# THE SPELLBOUND

## MERITS & FLAWS

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

## OTHER TRAITS

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

## SPELLS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## FOCI

_____	_____
_____	_____
_____	_____
_____	_____

## COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

## ARMOR

Class: \_\_\_\_\_  
 Rating: \_\_\_\_\_  
 Penalty: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# THE SPELLBOUND

## EXPANDED BACKGROUNDS

ALLIES

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CONTACTS

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DESTINY

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FAME

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INFLUENCE

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MENTOR

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RESOURCES

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OTHER( \_\_\_\_\_ )

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## POSSESSIONS

GEAR(CARRIED)

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VEHICLES

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EQUIPMENT(OWNED)

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MISC.

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EXPERIENCE

Total: \_\_\_\_\_  
Gained From: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

EXPERIENCE

Total Spent: \_\_\_\_\_  
Spent On: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## RESIDENCE

LOCATION

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DESCRIPTION

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# THE SPELLBOUND

## HISTORY

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## DESCRIPTION

Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Distinguishing Characteristics: \_\_\_\_\_

## VISUALS

GROUP CHART

CHARACTER SKETCH

