

CURSEBORNE



CHARACTER: _____
ROLE: _____
FAMILY: _____
CONCEPT: _____

PLAYER: _____
SHORT: _____
SHORT: _____
LONG: _____

ATTRIBUTES

MENTAL

Intellect _____ 00000
Cunning _____ 00000
Resolve _____ 00000

PHYSICAL

Might _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

SOCIAL

Presence _____ 00000
Manipulation _____ 00000
Composure _____ 00000

SKILLS

Aim _____ 00000
Artistry _____ 00000
Athletics _____ 00000
Culture _____ 00000
Drive _____ 00000
Empathy _____ 00000
Enigmas _____ 00000
Esoterica _____ 00000
Medicine _____ 00000
Melee _____ 00000
Persuasion _____ 00000
Science _____ 00000
Stealth _____ 00000
Survival _____ 00000
Technology _____ 00000

TORMENTS

ACCURSED

PERSONAL

EDGES

DAMNATION

INHERITANCE

BONDS

CONTACTS

THE CURSE

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

INJURIES

Aarmor: _____ 000

Bloodied(+1d): _____ □□
Wounded(+2d): _____ □□
Maimed: _____ □□
(+2d; +2d/+2e if Aggravate)
Near Death(+3d/+2e): _____ □
Taken Out: _____ □

GEAR

ITEM	TAG	TAG	TAG	TAG
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Defense: _____ Initiative: _____
Momentum: _____
Experience: _____

SPELLS

Name: _____ Page: _____
Cost: _____
Attunements: _____
Effect: _____
Advances: _____

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MOTIFS

