



CHARACTER:
PLAYER:
CONCEPT:

MAJOR PATH:
MINOR PATH:
MINOR PATH:

LONG-TERM GOAL:
SHORT-TERM GOAL:
SHORT-TERM GOAL:

ATTRIBUTES

MENTAL		PHYSICAL		SOCIAL	
Intellect	_____ OOOOO	Might	_____ OOOOO	Presence	_____ OOOOO
Cunning	_____ OOOOO	Dexterity	_____ OOOOO	Manipulation	_____ OOOOO
Resolve	_____ OOOOO	Stamina	_____ OOOOO	Composure	_____ OOOOO

SKILLS

Artistry	_____ OOOOO	Leadership	_____ OOOOO
Athletics	_____ OOOOO	Medicine	_____ OOOOO
Close Combat	_____ OOOOO	Persuasion	_____ OOOOO
Culture	_____ OOOOO	Pilot	_____ OOOOO
Empathy	_____ OOOOO	Ranged Combat	_____ OOOOO
Enigmas	_____ OOOOO	Science	_____ OOOOO
Esoterica	_____ OOOOO	Survival	_____ OOOOO
Larceny	_____ OOOOO	Technology	_____ OOOOO

EDGES

_____	OOO

BONDS

_____	OOOOO

CONTACTS

_____	OOO

OOOOO OOOOO
□□□□□ □□□□□

INJURIES

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

PATH/TEMPLATE BENEFITS

NOTES

Defense:	_____	Integrity:	_____
Momentum:	_____	Movement:	_____
Initiative:	_____	Experience:	_____

GEAR

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

1 dot in each Attribute · Major Path: 6 Skill dots, 10 Attribute dots, 3 NPC Contact dots, 2 PC Bond dots · Minor Path (do this twice): 3 Skill dots, 4 Attribute dots, 1 NPC Contact dots, 1 PC Bond dot
4 Skill dots and 5 Edge dots freely assigned · Defense 1 · Integrity 1 · Initiative: higher of either Athletics + Cunning or Empathy + Dexterity · Movement is Athletics + Might or Athletics + Dexterity