



CHARACTER:
MAJOR PATH: _____
MINOR PATH: _____
MINOR PATH: _____
CONCEPT: _____

PLAYER:
LONG-TERM GOAL: _____
SHORT-TERM GOAL: _____
SHORT-TERM GOAL: _____

SKILLS

Artistry _____ 00000
 Athletics _____ 00000
 Close Combat _____ 00000
 Culture _____ 00000
 Empathy _____ 00000
 Enigmas _____ 00000
 Esoterica _____ 00000
 Larceny _____ 00000
 Leadership _____ 00000
 Medicine _____ 00000
 Persuasion _____ 00000
 Pilot _____ 00000
 Ranged Combat _____ 00000
 Science _____ 00000
 Survival _____ 00000
 Technology _____ 00000

EDGES

_____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000

CONTACTS

_____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000
 _____ 000

ATTRIBUTES

MENTAL

Intellect _____ 00000
 Cunning _____ 00000
 Resolve _____ 00000

PHYSICAL

Might _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

SOCIAL

Presence _____ 00000
 Manipulation _____ 00000
 Composure _____ 00000

PATH/TEMPLATE BENEFITS

BONDS

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

INJURIES

Armor: _____ 000

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

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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

GEAR

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

NOTES

