

CHARACTER NAME	
Player Name	
Discipline #1 (Circle)	( )
Discipline #2 (Circle)	( )

Height	
Sex	
Hair	
Race	

Weight	
Age	
Eyes	
Passion	

ATTRIBUTES

	Value	Step	Dice
Dexterity (DEX)			
Strength (STR)			
Toughness (Tou)			
Perception (PER)			
Willpower (WIL)			
Charisma (CHA)			

CHARACTERISTICS

Defence			Armour			
Phys	Spell	Social	Phys	Shield	Mystic	Shield
Initiative			Movement			
DEX Step			Full		Combat	
Armour/Enc. Mod			Carrying Capacity			
Step/Dice			Carry		Lift	

KARMA

Max	
LP Cost	
Dice	
Karma #1	
Karma #2	

KARMA USE

	Current	Used
Discipline #1		
Discipline #2		

LEGEND

Legendary Status	
Unused Legend Pts	
Total Legend Pts	

DAMAGE TAKEN

Current	Stun	Total	Wounds	Modifiers/Effects

DAMAGE THRESHOLDS

Death Rating			Recovery Tests	
Unconsciousness			Depatterning	
Wound Threshold			Blood Magic	

WEAPONS

	Step	Dice	Short	Med (-1)	Long (-2)	Size	Wgt	Carried Where

TALENTS

	Ref	Rank	Attr	Total	Dice	Disc.	Action	Karma	Strain	Used
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		

STEP/ACTION DICE TABLE

1	d4-2	6	d10	11	d10+d8	16	d20+d8	21	d20+d10+d6	26	d20+d10+d8+d6	31	d20+d10+2d8+d6
2	d4-1	7	d12	12	2d10	17	d20+d10	22	d20+d10+d8	27	d20+d10+2d8	32	d20+2d10+d8+d6
3	d4	8	2d6	13	d12+d10	18	d20+d12	23	d20+2d10	28	d20+2d10+d8	33	d20+2d10+2d8
4	d6	9	d8+d6	14	d20+d4/2d12	19	d20+2d6	24	d20+d12+d10	29	d20+d12+d10+d8	34	d20+3d10+d8
5	d8	10	d10+d6	15	d20+d6	20	d20+d8+d6	25	d20+d10+d8+d4	30	d20+d10+d8+2d6	35	d20+d12+2d10+d8

TALENTS	Ref	Rank	Attr	Total	Dice	Disc.	Action	Karma	Strain	Used
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
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						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		
						Y N	Y N	Y N		

SKILLS	Ref	Rank	Attr	Total	Dice	Type	Action	Strain	Used
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
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						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		
						KGA	Y N		

WEALTH ON HAND

STORED WEALTH

Copper	Silver	Gold	Gems	Qty	Other
			1000sp		
			500sp		
			200sp		
			100sp		


LANGUAGES

ARMOUR/SHIELDS

Spoken	Read / Write (Dice)

Type	Phys	Myst	Init	Shatter	Wgt

COMMON MAGIC ITEMS (including Blood Charms, Potions and other Minor Items)

Item	Carried Where	Dmg	Qty	Wgt	Effect/Description

RACIAL AND DISCIPLINE ABILITIES


PERSONALITY TRAITS


QUIRKS, QUOTES AND DISTINGUISHING FEATURES


BACKGROUND NOTES (includes Cost of Living, Birthplace, Relatives, etc.)


GOODS AND EQUIPMENT (Carried on Person, i.e. in Backpack, Sack, etc.)

Item	Carried Where	Qty	Wgt
			Total Weight

Item	Carried Where	Qty	Wgt
Common Magic Items	Various	-	
Weapons	Held/Slung	-	
Armor/Shields	Worn/Slung	-	
Items on Belt	Belt	-	
Items in Pocket/Pouch	Pocket/Pouch	-	
Food	(Qty = No. of Days)		
Water	(Qty = No. of Days)		
			Total Weight

GOODS AND EQUIPMENT (Items on Belt)

Item	Left/Right	Qty	Wgt
			Total Weight

GOODS AND EQUIPMENT (Items in Pocket/Pouch)

Item	Left/Right	Qty	Wgt
			Total Weight

GOODS AND EQUIPMENT (Carried on Mount)

Item	Which Mount	Qty	Wgt
			Total Weight

Item	Which Mount	Qty	Wgt
Food	(Qty = No. of Days)		
Water	(Qty = No. of Days)		
			Total Weight

GOODS AND EQUIPMENT (Owned, But Not Carried)

Item	Stored Where	Qty	Wgt
			Total Weight

Item	Stored Where	Qty	Wgt
			Total Weight

MOUNT/ANIMAL COMPANION #1

NAME			
Race/Species			
DEX	STR	TOU	
PER	WIL	CHA	
Initiative	Physical Defence		
Number of Attacks	Spell Defence		
Attack	Social Defence		
Damage	Physical Armour		
Number of Spells	Mystic Armour		
Spellcasting	Knockdown		
Effect	Recovery Tests		
Death Rating	Combat Move		
Wound Threshold	Full Move		
Unconsciousness Rating	Legend Points		
Karma Points	Karma Steps		
Powers/Skills/Notes			

MOUNT/ANIMAL COMPANION #2

NAME			
Race/Species			
DEX	STR	TOU	
PER	WIL	CHA	
Initiative	Physical Defence		
Number of Attacks	Spell Defence		
Attack	Social Defence		
Damage	Physical Armour		
Number of Spells	Mystic Armour		
Spellcasting	Knockdown		
Effect	Recovery Tests		
Death Rating	Combat Move		
Wound Threshold	Full Move		
Unconsciousness Rating	Legend Points		
Karma Points	Karma Steps		
Powers/Skills/Notes			

MAGIC TREASURES/PATTERN ITEMS/GROUP THREADS

Name	Ref	Rank	Cost	Test	Key Knowledge/Deed	Effect/Description

SPELLS KNOWN IN GRIMOIRE

Spell Name	Ref	Matrix	Circle	Threads	Weave	Range	Effect	Cast	Duration

GRIMOIRE DESCRIPTION (describe your Grimoire: what it looks like, special features, etc.)
