

CHARACTER SHEET

NAME

FACTION

RANGED DAMAGE BONUS	MELEE DAMAGE BONUS
CHRONICLE POINTS	

DREAD

20		D1
19-20		D2
18-20		D3
17-20		D4

CRITICAL INJURY

STATUS

LOCATION 1-2

SOAK HEAD

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MENTAL WOUNDS

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LOCATION 3-5

SOAK RIGHT ARM

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LOCATION 6-8

SOAK LEFT ARM

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LOCATION 9-14

SOAK TORSO

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LOCATION 15-17

SOAK RIGHT LEG

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LOCATION 18-20

SOAK LEFT LEG

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CRITICAL WOUNDS

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SERIOUS WOUNDS

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ATTRIBUTES & SKILLS

ABILITY:

SKILL	SIGNATURE	EXPERTISE / FOCUS
▪ AEROBATICS	<input type="checkbox"/>	
▪ CLOSE COMBAT	<input type="checkbox"/>	
- UNARMED COMBAT	<input type="checkbox"/>	
▪ STEALTH	<input type="checkbox"/>	

AWARENESS:

SKILL	SIGNATURE	EXPERTISE / FOCUS
▪ OBSERVATION	<input type="checkbox"/>	
- INSIGHT	<input type="checkbox"/>	
▪ THIEVERY	<input type="checkbox"/>	

COORDINATION:

SKILL	SIGNATURE	EXPERTISE / FOCUS
▪ RANGED WEAPONS	<input type="checkbox"/>	
- HEAVY WEAPONS	<input type="checkbox"/>	
- GUNNERY	<input type="checkbox"/>	
▪ PILOT	<input type="checkbox"/>	
- SPACE	<input type="checkbox"/>	

INTELLIGENCE:

SKILL	SIGNATURE	EXPERTISE / FOCUS
▪ EDUCATION	<input type="checkbox"/>	
- LINGUISTICS	<input type="checkbox"/>	
- SCIENCE	<input type="checkbox"/>	
▪ MECHANICS	<input type="checkbox"/>	
▪ SURVIVAL	<input type="checkbox"/>	
- VACUUM	<input type="checkbox"/>	
▪ TREATMENT	<input type="checkbox"/>	
- MEDICINE	<input type="checkbox"/>	
- PSYCHOTHERAPY	<input type="checkbox"/>	

MENTAL:

SKILL	SIGNATURE	EXPERTISE / FOCUS
▪ WILLPOWER	<input type="checkbox"/>	
- MYSTICISM	<input type="checkbox"/>	

PERSONALITY:

SKILL	SIGNATURE	EXPERTISE / FOCUS
▪ ANIMAL HANDLING	<input type="checkbox"/>	
▪ LIFESTYLE	<input type="checkbox"/>	
▪ PERSUADE	<input type="checkbox"/>	
- COMMAND	<input type="checkbox"/>	

PHYSIQUE:

SKILL	SIGNATURE	EXPERTISE / FOCUS
▪ RESISTANCE	<input type="checkbox"/>	

STRENGTH:

SKILL	SIGNATURE	EXPERTISE / FOCUS
▪ ATHLETICS	<input type="checkbox"/>	



TALENTS

NAME	SKILL:
EFFECT:	
NAME	SKILL:
EFFECT:	
NAME	SKILL:
EFFECT:	
NAME	SKILL:
EFFECT:	

WEAPONS

NAME	RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY	RELOADS
QUALITIES							
NAME	RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY	RELOADS
QUALITIES							
NAME	RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY	RELOADS
QUALITIES							
NAME	RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY	RELOADS
QUALITIES							

SPELLS

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

LIFE PATH WORKSHEET

BIRTH FACTION

AGE

FAMILY HERITAGE

LIFE POINTS

CHRONICLE POINTS

	AGILITY	AWARENESS	COORDINATION	INTELLIGENCE	MENTAL	PERSONALITY	PHYSIQUE	STRENGTH
STARTING STATUS								
ENVIRONMENT								
EDUCATION								
CAREER 1								
CUSTOMISATION								
TOTAL								

EDUCATION

FREE CAREER CHOICE

CAREER 1

CAREER 2

CAREER 3

CAREER 4

SKILL	SIGNATURE SKILL	EXPERTISE	FOCUS	BIRTH FACTION	STATUS	ENVIRONMENT	EDUCATION	CAREER 1	CAREER 2	CAREER 3	CAREER 4	CUSTOMISATION (LIFE POINTS)	CUSTOMISATION (2 SKILLS)
▪ ACROBATICS	<input type="checkbox"/>												
▪ CLOSE COMBAT	<input type="checkbox"/>												
– UNARMED COMBAT	<input type="checkbox"/>												
▪ STEALTH	<input type="checkbox"/>												
▪ OBSERVATION	<input type="checkbox"/>												
– INSIGHT	<input type="checkbox"/>												
▪ THIEVERY	<input type="checkbox"/>												
▪ RANGED WEAPONS	<input type="checkbox"/>												
– HEAVY WEAPONS	<input type="checkbox"/>												
– GUNNERY	<input type="checkbox"/>												
▪ PILOT	<input type="checkbox"/>												
– SPACE	<input type="checkbox"/>												
▪ EDUCATION	<input type="checkbox"/>												
– LINGUISTICS	<input type="checkbox"/>												
– SCIENCE	<input type="checkbox"/>												
▪ MECHANICS	<input type="checkbox"/>												
▪ SURVIVAL	<input type="checkbox"/>												
– VACUUM	<input type="checkbox"/>												
▪ TREATMENT	<input type="checkbox"/>												
– MEDICINE	<input type="checkbox"/>												
– PSYCHOTHERAPY	<input type="checkbox"/>												
– WILLPOWER	<input type="checkbox"/>												
▪ MYSTICISM	<input type="checkbox"/>												
▪ ANIMAL HANDLING	<input type="checkbox"/>												
▪ LIFESTYLE	<input type="checkbox"/>												
▪ PERSUADE	<input type="checkbox"/>												
– COMMAND	<input type="checkbox"/>												
▪ RESISTANCE	<input type="checkbox"/>												
▪ ATHLETICS	<input type="checkbox"/>												

TRAITS & EVENTS

TALENTS

BELONGINGS