

CHARACTER SHEET

NAME

FACTION

RANGED DAMAGE BONUS
MELEE DAMAGE BONUS

CHRONICLE POINTS

DREAD

20							D1
19-20							D2
18-20							D3
17-20							D4
16-20							

CRITICAL INJURY

STATUS

LOCATION 1-2

SOAK HEAD

MENTAL WOUNDS

LOCATION 3-5

SOAK RIGHT ARM

LOCATION 6-8

SOAK LEFT ARM

LOCATION 9-14

SOAK TORSO

LOCATION 15-17

SOAK RIGHT LEG

LOCATION 18-20

SOAK LEFT LEG

CRITICAL WOUNDS

SERIOUS WOUNDS

ATTRIBUTES & SKILLS

ABILITY:

SKILL	SIGNATURE	EXPERTISE / FOCUS
▪ ACROBATICS	<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)
▪ AEROBATICS	<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