



BIRTH NAME

SOUL NAME

PLAYER NAME

PEOPLE

CLAN NAME

CAMPAIGN

ARCHETYPE

Skills

ATTRIBUTE DIE

XP

RANK

Attributes

ATTRIBUTE DIE



Hindrances

Languages

Injuries

Edges

Possessions

Weapons

Type

Damage

Range

Notes



Wounds

-1

-2

-3

Incap

-2

-1

Fatigue

Ammo



