

Player Name \_\_\_\_\_



Cracked Monocle

# Tephra



Character Name \_\_\_\_\_

Race \_\_\_\_\_ Nationality \_\_\_\_\_

Religion \_\_\_\_\_ Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_

## Weapon

\_\_\_\_\_ Description \_\_\_\_\_

Size \_\_\_\_\_ Type \_\_\_\_\_ Reach \_\_\_\_\_

AP to Use \_\_\_\_\_ AP to Ready \_\_\_\_\_

Accuracy \_\_\_\_\_ Strike \_\_\_\_\_

Damage Class \_\_\_\_\_

Notes/Augments: \_\_\_\_\_

## Weapon

\_\_\_\_\_ Description \_\_\_\_\_

Size \_\_\_\_\_ Type \_\_\_\_\_ Reach \_\_\_\_\_

AP to Use \_\_\_\_\_ AP to Ready \_\_\_\_\_

Accuracy \_\_\_\_\_ Strike \_\_\_\_\_

Damage Class \_\_\_\_\_

Notes/Augments: \_\_\_\_\_

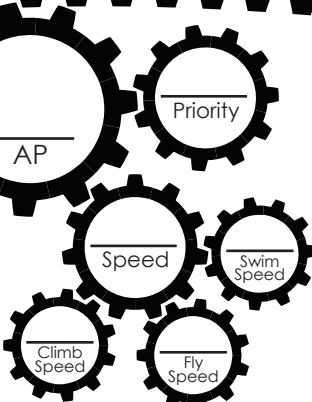
### Tiers

1-9 **1**

10-19 **2**

20-29 **3**

30+ **4**



## Armor

\_\_\_\_\_ Description \_\_\_\_\_

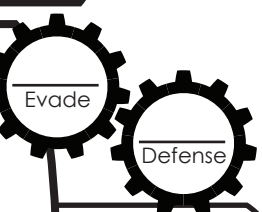
Size \_\_\_\_\_ Soak Class \_\_\_\_\_

Evade Penalty \_\_\_\_\_

Speed Penalty \_\_\_\_\_

Climb/Swim Penalty \_\_\_\_\_

Notes/Augments: \_\_\_\_\_



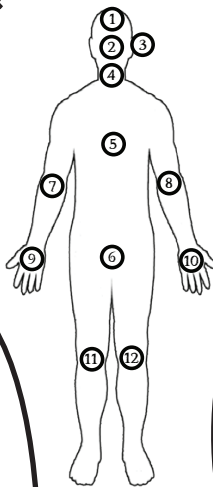
## Deflection

Item \_\_\_\_\_

Evade Bonus \_\_\_\_\_

vs Ranged  vs Melee

1 AP to Activate



Hit Points

Max HP

Max Wounds

Wounds

Wound Effects: \_\_\_\_\_

Fatal Effects: \_\_\_\_\_

Status Effects: \_\_\_\_\_

Alchemy \_\_\_\_\_ Bio-Flux \_\_\_\_\_  
Armsmith \_\_\_\_\_ Engineer \_\_\_\_\_  
Automata \_\_\_\_\_ Gadgetry \_\_\_\_\_

## Science

Misc \_\_\_\_\_

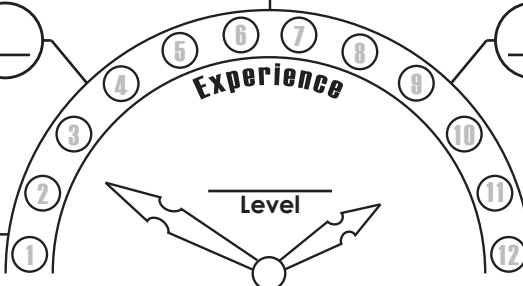
Espionage \_\_\_\_\_  
Expertise \_\_\_\_\_  
Showmanship \_\_\_\_\_  
Tactical \_\_\_\_\_

## Cunning

Brawl \_\_\_\_\_  
Frenzy \_\_\_\_\_  
Overpower \_\_\_\_\_  
Resilience \_\_\_\_\_

## Brute

Misc \_\_\_\_\_



## Dexterity

Misc \_\_\_\_\_

\_\_\_\_\_ Ace  
\_\_\_\_\_ Agility  
\_\_\_\_\_ Marksmanship  
\_\_\_\_\_ Swashbuckling

## Spirit

Misc \_\_\_\_\_

\_\_\_\_\_ Faith  
\_\_\_\_\_ Grace  
\_\_\_\_\_ Luck  
\_\_\_\_\_ Shamanism

Character Name \_\_\_\_\_

# Specialties

	Accuracy	Evade	Strike	Defense	Priority	Speed	Augments	DIY	Wounds	Hit Points
Totals	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Misc	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl 7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl 8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl 9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl 10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl 11	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl 12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Stories: \_\_\_\_\_

Racial Traits: \_\_\_\_\_

Money on-hand

Money in bank

**Gear**

**Augments**

**Notes**