

NAME:
RACE:
CAREER:

GENDER:
AGE:
HEIGHT:
WEIGHT:

PHYSICAL ATTRIBUTES

Strength:
Stamina:
Dexterity:
Agility:

MENTAL ATTRIBUTES

Intelligence:
Wisdom:
Wits:
Mental Fortitude:

SOCIAL ATTRIBUTES

Charisma:

DERIVED ATTRIBUTES

Melee Attack:
Ranged Attack:

Defense:
Initiative:

TRAITS

Skills:

Dodges:

Flesh Wounds:

Health:

2/3 Health:

1/3 Health:

WOUND LEVELS

Wound Level		✓
Healthy	The character has full Health, Flesh Wounds, and Dodges	
Flesh Wounds	The character has no Dodges remaining and has taken 1 or more Flesh Wounds	
Light Wounds	The character has lost 1/3 of their Health (rounded up)	
Moderate Wounds	The character has lost 2/3 of their Health (rounded up)	
Heavy Wounds	The character has been reduced to below 10 Health	
Incapacitated	The character is Unconscious, Dying, or Dead	

Talents:

Naturals:

CP Value:

OPTIONS AND NOTES

Experience:

Dice:



Rank 1



Rank 2



Rank 3



Rank 4



Rank 5

Player Name:



Rank 7



Rank 8



Rank 9



Rank 10



Rank 11

Story:

StoryMaster:

OPTIONS AND NOTES

EQUIPMENT

DESCRIPTION AND BACKGROUND

DESCRIPTION AND BACKGROUND