

Character _____ Company _____

Mission _____

Duty _____

Craving _____

Problems _____ XP: _____

_____ XP: _____

_____ XP: _____



Character Sheet

BODY			SENSE			CHARM		
Athletics	+	=	Direction	+	=	Fascinate	+	=
Endurance	+	=	Eerie	+	=	Graces	+	=
Fight	+	=	Empathy	+	=	Lie	+	=
Parry	+	=	Hearing	+	=	Jest	+	=
Run	+	=	Scrutinize	+	=	Plead	+	=
Vigor	+	=	Sight	+	=		+	=
	+	=		+	=		+	=
	+	=		+	=		+	=

ADVANTAGES AND ESOTERIC DISCIPLINES

Name	Effect	Page
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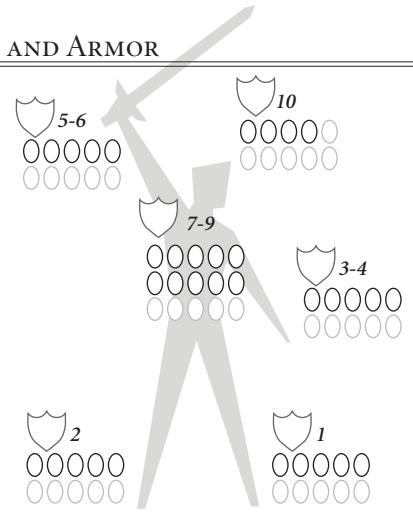
COORDINATION			COMMAND			KNOWLEDGE		
Climb	+	=	Haggle	+	=	Counterspell	+	=
Dodge	+	=	Inspire	+	=	Healing	+	=
Perform	+	=	Intimidate	+	=	Language:	+	=
Ride	+	=	Perform:	+	=	Lore	+	=
Stealth	+	=		+	=	Strategy	+	=
Weapon:	+	=		+	=	Tactics	+	=
	+	=		+	=	Student:	+	=
	+	=		+	=		+	=
	+	=		+	=		+	=
	+	=		+	=		+	=
	+	=		+	=		+	=
	+	=		+	=		+	=

ATTUNEMENT EFFECTS

SORCERY

Spell	Effect	Pool	Intensity	Page
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WOUNDS AND ARMOR



WEAPONS (Page 186)

Weapon	Dmg.	Attack Pool	Range/Notes
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