

CHARACTER NAME _____ SPECIES _____ SIZE _____ RANK _____ FOCUS _____ CULTURAL KIN _____	HEROIC LUCK <small>(Gain +1 per Natural 1-05)</small>	Roll d10 + TOTAL = Agi Mod + Per Mod + Wits Mod + Misc. Mod. Initiative <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> Move <input type="text"/> + <input type="text"/> + <input type="text"/>
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ATTRIBUTES											
Strength (Str)		Stamina (Sta)		Agility (Agi)		Perception (Per)					
Intelligence (Int)		Wits (Wits)		Willpower (Will)		Charisma (Chr)					

HEALTH POINTS		
CURRENT HEALTH	All Attack Checks suffer -3 Successes - Beaten Status - Half Health	MAX HEALTH 100% Health
	All Skills & Physical Defense suffer -6 Successes - Battered Status - Quarter Health	INSTANT DEATH 1/4 Health <small>Sta or Will or Die</small>
FATIGUE POINTS		
CURRENT FATIGUE	MAX FATIGUE	

ATTACKS									
ATTACK/WEAPON TYPE	TOTAL SKILL	BONUS SKILL	BASE SKILL	BASE DMG	DMG BNS	STRIKE RANGE	CRIT RANGE	SPECIAL NOTES	

ARMOR & DEFENSES									
ARMOR TYPE	ARMOR ABSORB	SHIELD Physical Def. Bonus	BONUS ARMOR ABSORPTION			Notes			
			PIERCING	SLASHING	BLUDGEON				

Physical Defense	TOTAL	MOD	Magical Defense	TOTAL	MOD	Divine Defense	TOTAL	MOD	Jinhu Defense	TOTAL	MOD

SKILLS

Untrained skills can be attempted by making a skill check at a base of 30 + Attribute Modifier. 't' denotes trained skill. "G" Denotes General Skills

FOCUS SKILL	FOCUS SKILL	FOCUS SKILL
Acrobatics <input type="checkbox"/> Str or <input type="checkbox"/> Agi	Healing <input type="checkbox"/> Int or <input type="checkbox"/> Wits	Sleight of Hand (Agi)
Acupuncture <input type="checkbox"/> Int	Herbalism (Int)	Smithing <input type="checkbox"/> Int or <input type="checkbox"/> Str
Alchemy <input type="checkbox"/> Int	Info. Gathering <input type="checkbox"/> Int, <input type="checkbox"/> Wits or <input type="checkbox"/> Cha	Spellcraft <input type="checkbox"/> Int
Alertness (Per)	Interrogate <input type="checkbox"/> Int, <input type="checkbox"/> Wits or <input type="checkbox"/> Cha	Stealth (Agi)
Animal Handling (Wits)	Jinhu Discipline (Will)	Survival (Wits)
Appraising (Int)	Languages <input type="checkbox"/> Int (____)	Swimming (Sta)
Artistry (Wits)	Languages <input type="checkbox"/> Int (____)	Tracking (Int)
Brawling <input type="checkbox"/> Str or <input type="checkbox"/> Agi	Languages <input type="checkbox"/> Int (____)	Trapcraft <input type="checkbox"/> Int
Chanting <input type="checkbox"/> Cha or <input type="checkbox"/> Sta	Leadership (Chr)	WeaponForte(____)(____)
Climb (Str or Agi)	Lore (Int)(____)	WeaponForte(____)(____)
Concentration (Will)	Lore (Int)(____)	WeaponForte(____)(____)
Convince <input type="checkbox"/> Int, <input type="checkbox"/> Str or <input type="checkbox"/> Cha	Lore (Int)(____)	_____(____)
Cryptography <input type="checkbox"/> Int	Martial Arts <input type="checkbox"/> Str or <input type="checkbox"/> Agi	_____(____)
Disguise <input type="checkbox"/> Wits	Meditate <input type="checkbox"/> Will	_____(____)
Divine Knowledge <input type="checkbox"/> Chr	Navigation (Int)	_____(____)
Engineering <input type="checkbox"/> Int	Open Locks <input type="checkbox"/> Per	_____(____)
Entertain <input type="checkbox"/> Int, <input type="checkbox"/> Cha or <input type="checkbox"/> Wits	Pilot (Int or <input type="checkbox"/> Wits)	
Etiquette (Wits)	Read Lips (Per)	Jump (1/2 Height; 1' per 25 Str)
Evade (Agi)	Research <input type="checkbox"/> Int	Leap (1/2 Base Move)
Fabrication (Int)	Riding (Agi)	Lifting (Str: TS 1 per 75 lbs)
Feint (Chr)	Search (Per)	Swimming (Basic: 1'/10 Sta)
Forgery <input type="checkbox"/> Wits	Shield Prof. <input type="checkbox"/> Agi or <input type="checkbox"/> Str	Throw (Per)
Gaming (Chr)	Sign Lang. <input type="checkbox"/> Agi or <input type="checkbox"/> Int	vs. Fear Check (Willpower)
Haggle (Chr)	Skepticism <input type="checkbox"/> Int or <input type="checkbox"/> Wits	vs. Horror Check (Wits)
		vs. Poison Check (Stamina)

PERSONAL INFORMATION

PHILOSOPHY & POINTS HOMELAND BACKGROUND DEITY AGE GENDER
 VISION HEIGHT WEIGHT INSANITY ASPECTS MOTIVATIONS REPUTATION

Species Merit Cost + Campaign Merit Cost + Ability Merit Cost + Rank Bonus Merit Cost = TOTAL MERIT COST

EARNED MERIT FOR NEW RANK

SPECIES FEATURES & TRAITS	WEALTH	ENCUMBRANCE
LANGUAGES/RESISTANCES/BONUSES/TRAITS <div style="border: 1px solid black; height: 150px; width: 100%;"></div>	Red Steel Pieces <input type="text"/>	None (Str x2) <input type="text"/> Light (Str x3) <input type="text"/> Moderate (Str x4) <input type="text"/>
	Gold Pieces <input type="text"/>	Heavy (Str x5) <input type="text"/> Severe (Str x6) <input type="text"/> Maximum Lift (Str x6) <input type="text"/>
	Silver Pieces <input type="text"/>	
	Copper Pieces <input type="text"/>	
	Bronze Pieces <input type="text"/>	
	Gems <input type="text"/>	
	<input type="text"/>	
	<input type="text"/>	
	Jewels <input type="text"/>	
	<input type="text"/>	
	<input type="text"/>	
	<input type="text"/>	

Successes Look Up Table

	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9
2	2	4	6	8	10	12	14	16	18
3	3	6	9	12	15	18	21	24	27
4	4	8	12	16	20	24	28	32	36
5	5	10	15	20	25	30	35	40	45
6	6	12	18	24	30	36	42	48	54
7	7	14	21	28	35	42	49	56	63
8	8	16	24	32	40	48	56	64	72
9	9	18	27	36	45	54	63	72	81
10	10	20	30	40	50	60	70	80	90
11	11	22	33	44	55	66	77	88	99
12	12	24	36	48	60	72	84	96	108

ABILITIES

SPELLS

PG# SPELL NAME PR RANGE DURATION AoE ACTION TYPE NOTES

NOTES