CHARACTER NAME	SPECIES
SIZE / RANK / FOCUS	CULTURAL KIN

Heroic Luck (Gain +1 per Natural 1-05)

Roll d10 + Initiative [ ] = [ ] + [ ] + [ ] + [ ]
TOTAL Agi Mod + Per Mod + Wits Mod + Misc. Mod.

Move [ ] + [ ] + [ ]
TOTAL + Base + Modifier

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 Sta or Will or Die

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

Aritior & Defenses

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

Quick Notes:

	TOTAL	Mods.		TOTAL	Mods		TOTAL	Mods		TOTAL	Mods
Physical Defense			Magical Defense			Divine Defense			Jinhu Defense		

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 t(☐ Str or ☐ Agi)		☐	Herbalism (Int)		☐	Smithing (☐ Int or ☐ Str)		G
Acupuncture t(Int)		☐	Info. Gathering (☐ Int, ☐ Wits or ☐ Cha)		G	Smithing (☐ Int or ☐ Str)		G
Alchemy t (Int)		☐	Interrogate (☐ Int, ☐ Wits or ☐ Cha)		☐	Spellcraft t(Int)		☐
Alertness (Per)		G	Jinhu Discipline (Will)		☐	Stealth (Agi)		☐
Animal Handling (Wits)		G	Languages t(Int)(_____)		☐	Survival (Wits)		G
Appraising (Int)		G	Languages t(Int)(_____)		☐	Swimming (Sta)		G
Artistry (Wits)		G	Languages t(Int)(_____)		☐	Tracking (Int)		G
Brawling (☐ Str or ☐ Agi)		G	Leadership (Chr)		☐	Trapcraft t(Int)		☐
Chanting (☐ Cha or ☐ Sta)		☐	Lore (Int)(_____)		☐	WeaponForte (___)(_____)		☐
Climb (☐ Str or ☐ Agi)		G	Lore (Int)(_____)		☐	WeaponForte (___)(_____)		☐
Concentration (Will)		☐	Lore (Int)(_____)		☐	WeaponForte (___)(_____)		☐
Convince (☐ Int, ☐ Str or ☐ Cha)		☐	Lore (Int)(_____)		☐	WeaponForte (___)(_____)		☐
Cryptography t(Int)		☐	Martial Arts t(☐ Str or ☐ Agi)		☐	_____(___)		☐
Disguise t (Wits)		☐	Meditate t(Will)		☐	_____(___)		☐
Divine Knowledge t(Chr)		☐	Navigation (Int)		G	_____(___)		☐
Engineering t(Int)		☐	Open Locks t(Per)		☐	_____(___)		☐
Entertain (☐ Int, ☐ Cha or ☐ Wits)		☐	Pilot (☐ Int or ☐ Wits)		G			
Etiquette (Wits)		☐	Read Lips (Per)		G			
Evade (Int or Agi)		☐	Research t(Int)		☐			
Fabrication (Int)		G	Riding (Agi)		G			
Feint (Chr)		☐	Search (Per)		G			
Forgery t(Wits)		☐	Shield Prof. t(☐ Agi or ☐ Str)		☐			
Gaming (Chr)		☐	Sign Lang. (☐ Agi or ☐ Int)		☐			
Haggle (Chr)		☐	Skepticism (☐ Int or ☐ Wits)		☐			
Healing (☐ Int or ☐ Wits)		G	Sleight of Hand (Agi)		☐			

Basic Skills (pg. 76)

Jump (1/2 Height; +1' per 25 Str)	
Leap (1/2 Base Move)	
Lifting (Str: TS 1 per 75 lbs)*	
Swimming (Basic: 1'/10 Sta)	
Throw (Per)	
vs. Fear Check (Willpower)	
vs. Horror Check (Wits)	
vs. Poison Check (Stamina)	

*Refer to pg. 76 for more information on Lifting

Personal Information

PHILOSOPHY & POINTS | HOMELAND | BACKGROUND | DEITY | AGE | GENDER

VISION | HEIGHT | WEIGHT | INSANITY | ASPECT | MOTIVATIONS | REPUTATION

Species Merit Cost + Campaign Merit Cost + Ability Merit Cost + Rank Bonus Merit Cost = TOTAL MERIT COST FOR NEW RANK | EARNED MERIT

Species Features & Traits

LANGUAGES/RESISTANCES/BONUSES/TRAITS

Wealth

Red Steel Pieces

Gold Pieces

Silver Pieces

Copper Pieces

Bronze Pieces

Gems

Jewels

Encumbrance

None (Str x2) | Light (Str x3) | Moderate (Str x4)

Heavy (Str x5) | Severe (Str x6) | Maximum Lift (Str x6)

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

(for species, focus and other abilities)

Sieze the Dice

Equipment in Backpack

ITEM DESCRIPTION	WEIGHT	SIDE

Equipment in Pouches

ITEM DESCRIPTION	WEIGHT	SIDE	ITEM DESCRIPTION	WEIGHT

Equipment on Worn Body

Armor:_____
Belt:_____
Body:_____
Chest:_____
Eyes:_____
Feet:_____
Hands:_____

Head:_____
Neck:_____
Body:_____
Rings:_____
_____
_____
Shield:_____
Wrist:_____

Companion/Familiar

NAME _____ SPECIES _____ SIZE _____

PHILOSOPHY _____ MOVE/FLY/SWIM _____ LUCK _____ VISION _____

Attribute	Score	Modifier	Attribute	Score	Modifier
STR STRENGTH			INT INTELLIGENCE		
STA STAMINA			WITS WITS		
AGI AGILITY			WILL WILLPOWER		
PER PERCEPTION			CHA CHARISMA		

HEALTH POINTS

CURRENT	HALF	QUARTER

FATIGUE POINTS

TOTAL	CURRENT

DEFENSES

PHYSICAL DEFENSE		MAGICAL DEFENSE	
DIVINE DEFENSE		JINHU DEFENSE	

Attacks

ATTACK/WEAPON TYPE	BASE SKILL	BASE DMG	DAMAGE BONUS

Skills/Abilities

Spells/Powers

Equipment

Spells

PG#	SPELL NAME	PR	RANGE	DURATION	AoE	ACTION TYPE	NOTES

Hilarius Gamin
Sieze the Dice

Notes