



Attributes

					Agility
					Smarts
					Spirit
					Strength
					Vigor

Name	
Student Rank	Ht
Major/Minor	Wt

Hindrances

Edges & Advancements

5 (freshman)	Wounds
10	
15	
20 (sophomore)	
25	
30	1
35	
30 (junior)	
45	3
50	
55	
60 (senior)	Inc
65	
70	
75	
80 (graduate student)	
90	2
100	
110	
	1
	Fatigue

<input type="checkbox"/>	Academics
<input type="checkbox"/>	Charisma
<input type="checkbox"/>	Pace
<input type="checkbox"/>	Parry
<input type="checkbox"/>	Toughness

Gear

Talismans	Activation	Effects
Item/Power	(Spirit) Penalty	

Skills

Ritual/Power	Casting Modifier	Components	Prep Time	Effects
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Weapons	Range	ROF	Damage	AP	WT	Notes
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Activities

Exam Results

