

CHARACTER SHEET

CONCEPT			
Name		Callsign	
Player		Allegiance	
Storyguide		Profession	
Story		Race	
Virtue		Flaw	

ATTRIBUTES		
Attribute	Rating	Feat Level
Agility		
Intellect		
Perception		
Presence		
Strength		
Tenacity		

SECONDARY ATTRIBUTES		
Actions		
Movement		
Reflex		
Orgone		
Vitality		
Drama Points		

EXPERIENCE		
otal		
Inspent		

SKILLS		
Skill	Expertise	Attr. Base
		T
Specializations	Expertise	Skill
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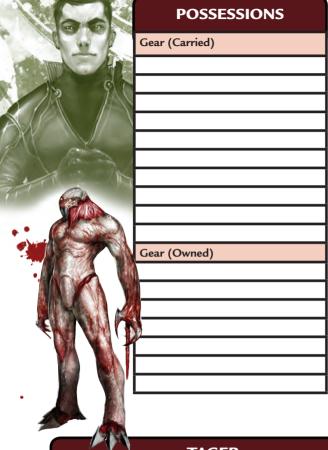
PERSONAL CHARACTERISTICS		
Gender		
Age		
Height		
Weight		
Hair		
Eyes		
Coloring		
Dist. Features		
Birthday		
Place of Birth		

QUALITIES		
Assets		
Drawbacks		

SPECIAL ABILITIES



INSANITY	



SPELLS			
First Order	Туре	Effect	Cost
Second Order	Туре	Effect	Cost
Third Order	Туре	Effect	Cost

	TAGER				
Manifestation					
Regeneration					
Fear Factor	Fear Factor				
Shifted Attributes	Level	Feat			
Agility					
Perception					
Strength					
Tenacity					
Actions					
Movement					
Reflex					
Vitality					

ARMOR	:
Туре	Protection

WEAPONS			
Туре	Damage	Shots/Rounds	Range

WOUNDS					
Level	Vitality	Current	Effect	Tager Vitality	Tager Current
Flesh			None		
Light			-1 Test Penalty		
Moderate			-3 Test Penalty/Half Move Max. 2 Actions/Armor Half		
Serious			-6 Test Penalty/Crawl Max. 1 Action/Armor Gone		
Death's Door			Unconcious & Dying		