



Empty box for name or title

Motivation: []
Concept: []

ATTRIBUTES

Strength, Dexterity, Stamina, Charisma, Manipulation, Appearance, Perception, Intelligence, Wits

ABILITIES

Knight, Hunter, Sorcerer, Minister, Healer, Other abilities with skill icons

BACKGROUNDS

Backgrounds with skill icons

VIRTUES

Compassion, Conviction, Temperance, Valor

WILLPOWER

Willpower dice pool

ESSENCE

Type, Committed, Bonus, Pool

WEAPONRY

Weapon table with columns: Weapon, Speed, Accuracy, Damage, Rate, Range, Defense, Tags, 2 Actions, 3 Actions, 4 Actions

DEFENSE

Defense table with columns: Permanent, Soak, Hardness, Total, Penalty, Fatigue, Stunning, Knockdown, Join Battle, Dodge DV

CHARMS AND SPELLS

Charms and Spells table with columns: Name, Cost, Type, Duration, Obvious?, Effect / Keywords / Description

SOCIAL

Join Debate, Dodge MDV, Presence, Investigation, Performance

Intimacies

LANGUAGES

MOVEMENT

Movement, Dashing, H. Jumping, V. Jumping

HEALTH

Health levels: -0i Bruised, -1i Hurt, -2i Wounded, -4i Crippled, Incapacitated, Dying