

CHARACTER SHEET

ATTRIBUTES		
Attribute	Rating	Feat Level
Agility		
Intellect		
Perception		
Presence		
Strength		
Tenacity		

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CONCEPT			
Name		Callsign	
Player		Allegiance	
Storyguide		Profession	
Story		Race	
Virtue		Flaw	

SECONDARY ATTRIBUTES

Actions	
Movement	
Reflex	EXPE
Orgone	Total
Vitality	Unspent
Drama Points	



	SKILLS	
Skill	Expertise	Attr. Base
		1
	1	
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Specializations	Expertise	Skill

PERSONAL CHARACTERISTICS

Gender	
Age	
Height	
Weight	
Hair	
Eyes	
Coloring	
Dist. Features	
Birthday	
Place of Birth	

QUALITIES	
Assets	
Drawbacks	

SPECIAL ABILITIES

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	國家	1 BAR

	INSANITY	
Points		
Discorders		

	POSSESSIONS
	Gear (Carried)
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SPELLS				
First Order	Туре	Effect	Cost	
			 	
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Second Order	Туре	Effect	Cost	
	 		<u> </u>	
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	<u> </u>			
Third Order	Туре	Effect	Cost	
				4
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Gear (Owned)

	TAGER	2		
Manifestation				
Regeneration	Regeneration			
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		
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