

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	
Total	
Jnspent	

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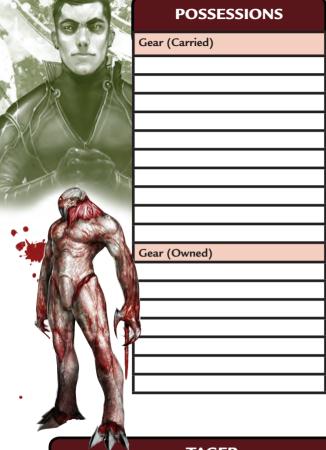
PERSONAL CHARACTERISTICS		
Gender		
Age		
Height		
Weight		
Hair		
Eyes		
Coloring		
Dist. Features		
Birthday		
Place of Birth		

QUALITIES			
Assets			
Drawbacks			
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SPECIAL ABILITIES



	INSANITY
5	



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

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

	ARMOR		ľ
Туре		Protection	I,
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WEAPONS						
Туре	Type 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		