

## CHARACTER RECORD SHEET

**APs:** Name: \_\_\_\_\_ Race: \_\_\_\_\_

\_\_\_\_\_ **PHYS:** \_\_\_\_\_ Hit Points:

\_\_\_\_\_ **DEFT:** \_\_\_\_\_ Armored: \_\_\_\_\_ Move: \_\_\_\_\_

\_\_\_\_\_ **INTL:** \_\_\_\_\_ EPs: Starting: \_\_\_\_\_

\_\_\_\_\_ **WILL:** \_\_\_\_\_ Appearance: \_\_\_\_\_ Initiative: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_  
1-2 3-8 9-10

\_\_\_\_\_ **PSYC:** \_\_\_\_\_ Psychic NRG:

**APs:** **Personal Traits:**

Player: Campaign:

Age:                      Gender:

**Clan:** **Level:** **Contacts:**

**Clan Rank**  + **Lineage Mod**  =  **Clan Influence**

Job: Rank: =  $\boxed{\phantom{000}}^+$  Prof. Influence

God: ☐ Prestige

**Advantage Points Earned:** \_\_\_\_\_ **Unspent:** \_\_\_\_\_

Contacts:	Contact Points:	Cost:
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**Contact Balance:**

## PORTRAIT

<b>EPs:</b>	<b>Skill Name &amp; Specialization:</b>	<b>Base:</b>	<b>Bonus:</b>	<b>Mod:</b>	<b>Skill:</b>
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**Sorcery:**                      **Sorcery Level:**                      **INTL**    +                      +                      =

**Money:** \_\_\_\_\_ **Family Income:** \_\_\_\_\_

**Equipment:**

**Weapon: Skill: Mod: Total: Range: Damage:**

$$+ \quad = \quad \frac{1-2}{3-8} \quad \frac{9-10}{\quad}$$
$$+ = \quad / \quad /$$
$$+ \quad = \quad / \quad /$$
$$+ \quad = \quad / \quad /$$

Defenses:	Skill Name:	Skill:	Modifiers:	Total:
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**Melee:** -10 =

Missile: -10 =

**Magic:** *Resist Sorcery* -10 =

Shield:	+	Hits:	
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**Helmet:**  $\frac{\text{Avoid}}{\text{Physical}} \times \frac{\text{Energy}}{\text{Physical}} \times \frac{\text{Energy}}{\text{Energy}}$

**Natural Armor:** /

**Worn Armor:** \_\_\_\_\_ /

**Total Armor:**        /

$$= \quad + \quad \text{Spent / Starting + Earned EPs}$$