

CHARACTER SHEET

NAME

FACTION

RANGED
DAMAGE BONUS

MELEE
DAMAGE BONUS

CHRONICLE POINTS

DREAD

20

19-20

18-20

17-20

16-20

D1

D2

D3

D4

CRITICAL INJURY

LOCATION 1-2

SOAK

HEAD

STATUS

MENTAL WOUNDS

LOCATION 3-5

SOAK

RIGHT ARM

LOCATION 6-8

SOAK

LEFT ARM

LOCATION 9-14

SOAK

TORSO

LOCATION 15-17

SOAK

RIGHT LEG

LOCATION 18-20

SOAK

LEFT LEG

CRITICAL WOUNDS

SERIOUS WOUNDS

ATTRIBUTES & SKILLS

AGILITY:

SKILL

SIGNATURE

EXPERTISE / FOCUS

ACROBATICS

CLOSE COMBAT

UNARMED COMBAT

STEALTH

AWARENESS:

SKILL

SIGNATURE

EXPERTISE / FOCUS

OBSERVATION

INSIGHT

THIEVERY

COORDINATION:

SKILL

SIGNATURE

EXPERTISE / FOCUS

RANGED WEAPONS

HEAVY WEAPONS

GUNNERY

PILOT

SPACE

INTELLIGENCE:

SKILL

SIGNATURE

EXPERTISE / FOCUS

EDUCATION

LINGUISTICS

SCIENCE

MECHANICS

SURVIVAL

VACUUM

TREATMENT

MEDICINE

PSYCHOTHERAPY

MENTAL:

SKILL

SIGNATURE

EXPERTISE / FOCUS

WILLPOWER

MYSTICISM

PERSONALITY:

SKILL

SIGNATURE

EXPERTISE / FOCUS

ANIMAL HANDLING

LIFESTYLE

PERSUADE

COMMAND

PHYSIQUE:

SKILL

SIGNATURE

EXPERTISE / FOCUS

RESISTANCE

STRENGTH:

SKILL

SIGNATURE

EXPERTISE / FOCUS

ATHLETICS



TALENTS

NAME

SKILL:

EFFECT:

NAME

SKILL:

EFFECT:

NAME

SKILL:

EFFECT:

NAME

SKILL:

EFFECT:

WEAPONS

NAME

RANGE

DAMAGE

MODE

ENC

SIZE

RELIABILITY

RELOADS

QUALITIES

NAME

RANGE

DAMAGE

MODE

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SIZE

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RELIABILITY

RELOADS

QUALITIES

TALENTS CONTINUED

NAME

SKILL:

EFFECT:

NAME

SKILL:

EFFECT:

NAME

SKILL:

EFFECT:

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EFFECT:

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SKILL:

EFFECT:

NAME

SKILL:

EFFECT:

NAME

SKILL:

EFFECT:

BACKGROUND

SOCIAL STATUS

EXPERIENCE

EARNINGS

ASSETS

TRAITS, EVENTS & RELATIONSHIPS

BELONGINGS

NAME	LOAD	ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	MAINTENANCE

SPELLS

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION	DIFFICULTY	TARGET	DURATION

EFFECT:

LIFE PATH WORKSHEET

BIRTH FACTION

FAMILY HERITAGE

AGE

LIFE POINTS

CHRONICLE POINTS

	AGILITY	AWARENESS	COORDINATION	INTELLIGENCE	MENTAL	PERSONALITY	PHYSIQUE	STRENGTH
STARTING								
STATUS								
ENVIRONMENT								
EDUCATION								
CAREER 1								
CUSTOMISATION								
TOTAL								

EDUCATION

FREE CAREER CHOICE

CAREER 1

CAREER 2

CAREER 3

CAREER 4

SKILL	SIGNATURE SKILL	EXPERTISE	FOCUS	BIRTH FACTION	STATUS	ENVIRONMENT	EDUCATION	CAREER 1	CAREER 2	CAREER 3	CAREER 4	CUSTOMISATION (LIFE POINTS)	CUSTOMISATION (2 SKILLS)
▪ AEROBATICS	☐												
▪ CLOSE COMBAT	☐												
– UNARMED COMBAT	☐												
▪ STEALTH	☐												
▪ OBSERVATION	☐												
– INSIGHT	☐												
▪ THIEVERY	☐												
▪ RANGED WEAPONS	☐												
– HEAVY WEAPONS	☐												
– GUNNERY	☐												
▪ PILOT	☐												
– SPACE	☐												
▪ EDUCATION	☐												
– LINGUISTICS	☐												
– SCIENCE	☐												
▪ MECHANICS	☐												
▪ SURVIVAL	☐												
– VACUUM	☐												
▪ TREATMENT	☐												
– MEDICINE	☐												
– PSYCHOTHERAPY	☐												
– WILLPOWER	☐												
▪ MYSTICISM	☐												
▪ ANIMAL HANDLING	☐												
▪ LIFESTYLE	☐												
▪ PERSUADE	☐												
– COMMAND	☐												
▪ RESISTANCE	☐												
▪ ATHLETICS	☐												

TRAITS & EVENTS

TALENTS

BELONGINGS