

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

LOCATION1-2

SOAKHEAD

STATUS

MENTAL WOUNDS

LOCATION3-5

SOAKRIGHT ARM

LOCATION6-8

SOAKLEFT ARM

LOCATION9-14

SOAKTORSO

LOCATION15-17

SOAKRIGHT LEG

LOCATION18-20

SOAKLEFT LEG

CRITICAL WOUNDS

SERIOUS WOUNDS

ATTRIBUTES & SKILLS

AGILITY:

SKILLSIGNATUREEXPERTISE / FOCUS

ACROBATICS

CLOSE COMBAT

UNARMED COMBAT

STEALTH

AWARENESS:

SKILLSIGNATUREEXPERTISE / FOCUS

OBSERVATION

INSIGHT

THIEVERY

COORDINATION:

SKILLSIGNATUREEXPERTISE / FOCUS

RANGED WEAPONS

HEAVY WEAPONS

GUNNERY

PILOT

SPACE

INTELLIGENCE:

SKILLSIGNATUREEXPERTISE / FOCUS

EDUCATION

LINGUISTICS

SCIENCE

MECHANICS

SURVIVAL

VACUUM

TREATMENT

MEDICINE

PSYCHOTHERAPY

MENTAL:

SKILLSIGNATUREEXPERTISE / FOCUS

WILLPOWER

MYSTICISM

PERSONALITY:

SKILLSIGNATUREEXPERTISE / FOCUS

ANIMAL HANDLING

LIFESTYLE

PERSUADE

COMMAND

PHYSIQUE:

SKILLSIGNATUREEXPERTISE / FOCUS

RESISTANCE

STRENGTH:

SKILLSIGNATUREEXPERTISE / FOCUS

ATHLETICS



TALENTS

NAME

SKILL:

EFFECT:

NAME

SKILL:

EFFECT:

NAME

SKILL:

EFFECT:

NAME

SKILL:

EFFECT:

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SKILL:

EFFECT:

WEAPONS

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QUALITIES

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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

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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)
▪ ACROBATICS	<input type="checkbox"/>												
▪ CLOSE COMBAT	<input type="checkbox"/>												
– UNARMED COMBAT	<input type="checkbox"/>												
▪ STEALTH	<input type="checkbox"/>												
▪ OBSERVATION	<input type="checkbox"/>												
– INSIGHT	<input type="checkbox"/>												
▪ THIEVERY	<input type="checkbox"/>												
▪ RANGED WEAPONS	<input type="checkbox"/>												
– HEAVY WEAPONS	<input type="checkbox"/>												
– GUNNERY	<input type="checkbox"/>												
▪ PILOT	<input type="checkbox"/>												
– SPACE	<input type="checkbox"/>												
▪ EDUCATION	<input type="checkbox"/>												
– LINGUISTICS	<input type="checkbox"/>												
– SCIENCE	<input type="checkbox"/>												
▪ MECHANICS	<input type="checkbox"/>												
▪ SURVIVAL	<input type="checkbox"/>												
– VACUUM	<input type="checkbox"/>												
▪ TREATMENT	<input type="checkbox"/>												
– MEDICINE	<input type="checkbox"/>												
– PSYCHOTHERAPY	<input type="checkbox"/>												
– WILLPOWER	<input type="checkbox"/>												
▪ MYSTICISM	<input type="checkbox"/>												
▪ ANIMAL HANDLING	<input type="checkbox"/>												
▪ LIFESTYLE	<input type="checkbox"/>												
▪ PERSUADE	<input type="checkbox"/>												
– COMMAND	<input type="checkbox"/>												
▪ RESISTANCE	<input type="checkbox"/>												
▪ ATHLETICS	<input type="checkbox"/>												

TRAITS & EVENTS

TALENTS

BELONGINGS