Béthorm

CHARACTER RECORD SHEET

Player: _____ Campaign: _____

APs: Name: _____ Race: _____ Age: _____ Gender: _____

_____ PHYS: _____ Hit Points: [ ] _____ Clan: _____ Level: _____ Contacts: _____

_____ DEFT: _____ Armored: _____ Move: _____ Clan Rank [ ] + Lineage Mod [ ] = [ ] Clan Influence

_____ INTL: _____ EPs: Starting: _____ Job: _____ Rank: _____ = [ ] Prof. Influence

_____ WILL: _____ Appearance: _____ Initiative: 1-2 _____ / 3-8 _____ / 9-10 _____ God: _____ + /2 rnd up = [ ] Prestige

_____ PSYC: _____ Psychic NRG: [ ] _____

APs: Personal Traits:

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

Advantage Points Earned: _____ Unspent: _____

Contacts: Contact Points: _____ Cost:

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

Contact Balance:

PORTRAIT

EPs:	Skill Name & Specialization:	Base:	Bonus:	Mod:	Skill:
_____	*Sorcery:* *Sorcery Level:*	*INTL*	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____
_____	_____	_____	+ _____	+ _____	= _____

Money: _____ Family Income: _____

Equipment: _____

_____

_____

_____

Weapon:	Skill:	Mod:	Total:	Range:	Damage: 1-2	3-8	9-10
_____	_____ +	_____ =	_____	_____	_____ /	_____ /	_____
_____	_____ +	_____ =	_____	_____	_____ /	_____ /	_____
_____	_____ +	_____ =	_____	_____	_____ /	_____ /	_____
_____	_____ +	_____ =	_____	_____	_____ /	_____ /	_____

Defenses:	Skill Name:	Skill:	Modifiers:	Total:
Melee:	_____	_____	_____	-10 = _____
Missile:	_____	_____	_____	-10 = _____
Magic:	*Resist Sorcery*	_____	_____	-10 = _____

Shield: _____ + _____ Hits: [ ] _____

		Avoid	Physical	Energy	Physical	Energy
Helmet:	_____	_____	_____ /	_____		
Natural Armor:	_____				_____ /	_____
		Avoid	DEFT Limit			
Worn Armor:	_____	_____	_____		_____ /	_____

Total Armor: _____ / _____

_____ = _____ + _____ Spent / Starting + Earned EPs

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