Framewerk Rules

**Player :** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **Character Name:** |  |
| *Known as:* |  |

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| **Profession / walk of life:** |  |
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| **Primary Attributes** (35 pts) |  | **Secondary attributes** |  |
| **Attributes** | **Rating** | **Feat level** |  | **Attributes** | **Rating** |  | **Attribute** | **Rating** |
| **Agility** |  |  |  | **Actions**AGL+PER/2, →table |  |  | **Luck**1D+8 |  |
| **Intellect** |  |  |  | **Movement**AGL+STR/2 |  |  | **Fate**1D, → table |  |
| **Perception** |  |  |  | **Reflex**AGL+INT+PER/3 |  |  | **Injury bonus**STR, → table |  |
| **Presence** |  |  |  | **Mana**INT+TEN/2 +5 |  |  | **Rally** TEN |  |
| **Strength** |  |  |  | **Vitality**STR+TEN/2 +5 |  |  | **Healing rate**VITA/3 +2 |  |
| **Tenacity** |  |  |  | **Drama points**10 |  |  |  |  |

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| **Skills** (20 pts) |  |  |  |  |  |
| **Skill** | **Rank** |  | **Skill** | **Rank** |
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| **Weapons** |  |  |  |  |
| **Type** | **Damage\*** |  | **Type** | **Damage\*** |
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 \* Including injury bonus

 **Armour**

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| **Armour type** | **Protection** | **Move & AGL pen.** |
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 **Health (each level = VIT)**

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| **Health levels** | **Vitality** | **Current** | **Effect** |
| Flesh wounded |  |  | None |
| Lightly wounded |  |  | -1 test penalty |
| Moderately wounded |  |  | -3 / half Move/ max 2 actions |
| Seriously wounded |  |  | -6/ crawl/ max 1 action |
| At death’s door |  |  | Unconscious & dying |

 **Equipment**

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| **Character:** |
| **Virtue:** | **Flaw:** |
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| **Rights (loves/likes):** | **Wrongs (hates/dislikes):** |
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| **Major life events:** |  |
|  | **Gender:** |
|  | **Height:** |
|  | **Weight:** |
|  | **Age:** |
|  | **Hair:** |
|  | **Eyes:** |
|  | **Distinguishing features:** |
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|  | **Woes:** |
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| **Friends & Allies:** | **Foes & Rivals:** |
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| **Short term goals:** | **Long term goals & personal agendas:** |
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| **Advantages & Disadvantages / perks & quirks** |  **+ - Value** |
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