Character Name:							
Known as:							
Profession / wal	k of life:						
Primary Att	tributes	(35 pts)		Secondary :	attribute	es	
Attributes	Rating	Feat level		Attributes	Rating	Attribute	Ratin
Agility				Actions AGL+PER/2, →table		Luck 1D+8	
ntellect				Movement AGL+STR/2		Fate 1D, → table	
Perception				Reflex AGL+INT+PER/3		Injury bonus STR, → table	
Presence				Mana		Rally TEN	
Strength				Vitality		Healing rate	
 Гепасіty				STR+TEN/2 +5 Drama points 10		VITA/3 +2	
Skills (20 pts)							
Skill			Rank	Skill			Rank

Туре		Damage*	Туре				Damage
		* Including i	nium, honus				
Armour		including i	njury bonus				
Armour type				Protection	on	Move	& AGL per
Health (each level = N	/IT\						
Health levels	Vitality	Current			Effect	t	
Flesh wounded					None	<u>)</u>	
Lightly wounded					-1 tes	st pena	lty
Moderately wounded					-3 / h actio		ve/ max ?
Seriously wounded					-6/ cı actio	rawl/ m n	iax 1
At death's door					Unco	nscious	s & dying
Equipment							

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