|  |  |
| --- | --- |
| **VINPC Name:** |  |
| **Known as / Known for / Titles:** |  |

**Attributes & Abilities** (fill in all or some…)

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Attribute** | **Rating** | **Feat lvl.** |  | **Attribute** | **Rating** |  | **Significant skills / abilities** | **Rank etc** |
| **Agility** |  |  |  | **Actions** |  |  |  |  |
| **Intellect** |  |  |  | **Movement** |  |  |  |  |
| **Perception** |  |  |  | **Reflex** |  |  |  |  |
| **Presence** |  |  |  | **Mana** |  |  |  |  |
| **Strength** |  |  |  | **Vitality** |  |  |  |  |
| **Tenacity** |  |  |  | **Injury bonus** |  |  |  |  |

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| --- | --- | --- | --- | --- |
| **Weapons & Armour** | |  |  | **Spells & Special Equipment** |
| **Weapon Type** | **Rank** | **Damage** |  | **Spells / Equipment** |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  | |  |  |  |
| **Armour type** | | **Protection** |  |  |
|  | |  |  |  |
|  | |  |  |  |
| **Health** | |  |  |  |
| **Health levels & effects** | | **Vitality** |  |  |
| 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* | |  |  |  |
|  | |  |  |  |
| **Other facts** | |  |  |  |
|  | | | | |