|  |  |
| --- | --- |
| **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** |  |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **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** |  |  |  |
|  |