

CHARACTER

PLAYER

SHARD

Distinguishing Marks: \_\_\_\_\_

Lineage: \_\_\_\_\_

Habitual Mannerisms: \_\_\_\_\_

House: \_\_\_\_\_

Nationality: \_\_\_\_\_

Common Attire: \_\_\_\_\_

Profession: \_\_\_\_\_

House Dress: \_\_\_\_\_

CHARACTERISTICS

COST		MAX
_____	STRENGTH	_____
_____	VIGOR	_____
_____	AGILITY	_____
_____	DEXTERITY	_____
_____	ESSENCE	_____
_____	PERCEPTION	_____
_____	WIT	_____
_____	WILL	_____
_____	PRESENCE	_____

Jenu (Zoic): \_\_\_\_\_ Age: \_\_\_\_\_ Height: \_\_\_\_\_

Social Standing: \_\_\_\_\_ Sex: \_\_\_\_\_ Weight: \_\_\_\_\_

ANIMAL ABILITIES

COST	NAME	LINK	RANK
_____	_____	( )	: _____
_____	_____	( )	: _____
_____	_____	( )	: _____
_____	_____	( )	: _____
_____	_____	( )	: _____
_____	_____	( )	: _____
_____	_____	( )	: _____
_____	_____	( )	: _____
_____	_____	( )	: _____

TALENTS

COST	NAME	LINK	RANK
_____	_____	:	_____
_____	_____	:	_____
_____	_____	:	_____
_____	_____	:	_____
_____	_____	:	_____
_____	_____	:	_____
_____	_____	:	_____
_____	_____	:	_____
_____	_____	:	_____

ADVANTAGES

COST	TYPE	DESCRIPTION
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

DRAWBACKS

POINTS	TYPE & FREQUENCY	DESCRIPTION	MINUS
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

HISTORY: \_\_\_\_\_

STORYPOINTS

○○○○○○○○○○○○○○○○○○○○  
 ○○○○○○○○○○○○○○○○○○○  
 ○○○○○○○○○○○○○○○○○○○

PATRON DEVAH: \_\_\_\_\_

RELIGION: \_\_\_\_\_

CASTE: \_\_\_\_\_

MYSTIC DISCIPLINES

Ritual	Dice	Disciplines / Descriptions
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMBAT

STAMINA =  x (Vigor + Will): \_\_\_\_\_ Current   
 2/3 penalty: -1 \_\_\_\_\_   
 1/3 penalty: -2 \_\_\_\_\_

ARMOR: \_\_\_\_\_ Current

Melee: \_\_\_\_\_ Martial Arts: \_\_\_\_\_  
 Brawling: \_\_\_\_\_ Firearm: \_\_\_\_\_  
 Missile: \_\_\_\_\_ Suthra: \_\_\_\_\_  
 Throw: \_\_\_\_\_ Other( \_\_\_\_\_ ): \_\_\_\_\_

Special Attacks / Adjustments / Current Damage

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_