SKILLS

COST	SPECIALTY	RANK
___	Acrobatics (Agl) ( ):	___
___	Acting (Pre) ( ):	___
___	Alchemy (Wit) ( ):	___
___	( ):	___
___	Armourer (Dex) ( ):	___
___	Artillery Combat (Per) ( ):	___
___	Artistry ( ) ( ):	___
___	( ) ( ):	___
___	( ) ( ):	___
___	Athletics (Agl) ( ):	___
___	Bargain (Pre) ( ):	___
___	Brawling (Agl) ( ):	___
___	Bribery (Pre) ( ):	___
___	Climbing (Agl) ( ):	___
___	Concealment (Per) ( ):	___
___	Conversation (Pre) ( ):	___
___	Contortion (Agl) ( ):	___
___	Cryptography (Wit) ( ):	___
___	Diplomacy (Wit) ( ):	___
___	Disguise (Wit) ( ):	___
___	Dress Wound (Wit) ( ):	___
___	Driving (Dex) ( ):	___
___	( ):	___
___	Duel Dancing (Pre) ( ):	___
___	Etiquette (Pre) ( ):	___
___	Evade (Agl) ( ):	___
___	Fast Draw (Dex) ( ):	___
___	Firearm Combat (Dex) ( ):	___
___	Forgery (Dex) ( ):	___
___	Gaming (Wit) ( ):	___
___	Gunsmith (Dex) ( ):	___
___	( ):	___
___	Interrogation (Pre) ( ):	___
___	Intimidation (Pre) ( ):	___
___	Intrigue (Wit) ( ):	___
___	Knowledge (Wit) ( ):	___
___	( ):	___
___	( ):	___
___	( ):	___
___	( ):	___
___	( ):	___
___	( ):	___
___	( ):	___
___	( ):	___
___	( ):	___
___	( ):	___
___	( ):	___
___	( ):	___
___	( ) ( ):	___
___	( ) ( ):	___
___	( ) ( ):	___
___	( ) ( ):	___
___	( ) ( ):	___

COST	SPECIALTY	RANK
___	Language (Wit) ( ):	___
___	( ):	___
___	( ):	___
___	( ):	___
___	( ):	___
___	( ):	___
___	( ):	___
___	Lock Picking (Dex) ( ):	___
___	Magic Ritual (Ess) ( ):	___
___	( ):	___
___	( ):	___
___	Martial Arts (Agl) ( ):	___
___	( ) ( ):	___
___	( ) ( ):	___
___	Melee Combat (Agl) ( ):	___
___	Missile Combat (Dex) ( ):	___
___	Navigation (Wit) ( ):	___
___	( ):	___
___	Observation (Per) ( ):	___
___	Oratory (Pre) ( ):	___
___	Performance ( ) ( ):	___
___	( ) ( ):	___
___	( ) ( ):	___
___	( ) ( ):	___
___	Persuasion (Wit) ( ):	___
___	Profession ( ) ( ):	___
___	Research (Wit) ( ):	___
___	Riding (Agl) ( ):	___
___	( ):	___
___	Seduction (Pre) ( ):	___
___	Shadowing (Wit) ( ):	___
___	Sleight of Hand (Dex) ( ):	___
___	Stealth (Agl) ( ):	___
___	Streetwise (Pre) ( ):	___
___	Surgery (Dex) ( ):	___
___	Survival (Wit) ( ):	___
___	Suthra Training (Wit) ( ):	___
___	( ):	___
___	Suthra Use (Will) ( ):	___
___	Swimming (Agl) ( ):	___
___	Tactics (Wit) ( ):	___
___	Throw (Dex) ( ):	___
___	Tracking (Per) ( ):	___
___	Trapping (Wit) ( ):	___
___	Weaponsmith (Dex) ( ):	___
___	( ):	___
___	( ) ( ):	___
___	( ) ( ):	___
___	( ) ( ):	___
___	( ) ( ):	___
___	( ) ( ):	___

NOTABLE ACQUAINTANCES

PLAYER CHARACTERS

Player:	Character:	Jenu:	Notes:

CONTACTS / ENEMIES

MYSTIC DISCIPLINES

Ritual	Dice	Disciplines / Descriptions
:		
:		
:		

COMBAT

STAMINA = ___ x (Vigor + Will): _____

2/3 penalty: -1 ..... _____

1/3 penalty: -2 ..... _____

CURRENT STAMINA: [ ]

ARMOR: _____ _____

_____ _____

CURRENT ARMOR: [ ]

Melee:	____	Martial Arts: ..	____
Brawling:	____	Firearm:	____
Missile:	____	Suthra:	____
Throw:	____	Other ( ):	____

WEAPONS

Weapon	Range	Damage
:		
:		
:		
:		
:		
:		
:		
:		
:		
:		

Special Attacks / Adjustments / Current Damage

_____

_____

_____

NOTES

STORY POINTS ○○○