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)	( )	___
___		( )	___
___		( )	___
___		( )	___
___		( )	___
___		( )	___
___		( )	___
___		( )	___
___		( )	___
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___		( )	___
___		( ) ( )	___
___		( ) ( )	___
___		( ) ( )	___
___		( ) ( )	___
___		( ) ( )	___

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 ○○○