

Name

Age:

Height:

Weight:

Sex:

Current Experience

Total Experience

ATTRIBUTES

Might:

Vitality:

Agility:

Reason:

Willpower:

Wit:

Fate:

Character Description and Priorities, Illustration or Symbol

ADVANTAGES & DISADVANTAGES

Name:

Effect:

Name:

Effect:

Name:

Effect:

Name:

Effect:

Name:

Effect:

Name:

Effect:

BACKGROUND ADVANTAGES

Type:

Details:

Level

Type:

Details:

Level

Type:

Details:

Level

Type:

Details:

Level

Type:

Details:

Level

Type:

Details:

PHYSICAL DAMAGE

0																				
-1																				
-2																				
-3																				

STAMINA DAMAGE

0																				
-1																				
-2																				
-3																				

VEHICLE	Rating	Familiarities	Pentacles
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Hell Bent for Leather			
The Big Guns			
Beast Wrangling			

COMBAT	Rating	Familiarities	Swords
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Bash and Stab			
Up Close & Personal			
Duck & Cover			
Bows & Bombs			
Barking Irons			
Sergeant's Eye			

SOCIAL	Rating	Familiarities	Cups
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False Promises			
Huckster's Eye			
Buy Low, Sell High			
Among Strangers			
Leadership/Intimidation			

ADVENTURING	Rating	Familiarities	Swords
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Olympian Spirit			
Stealth & Camouflage			
Devious Devices			
Call of the Wild			
Heroic Vigor			
Skulduggery			

INTELLECTUAL	Rating	Familiarities	Wands
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Natural Philosophy			
Artifice			
Liberal Arts			
Investigator's Eye			
Law			
Medicine			

CRAFT	Rating	Familiarities	Pentacles
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ARCANE Rating Familiarities Wands

Channeling Precision Focus Arcanist's Eye Arcane Memory	_____ _____ _____ _____	_____ _____ _____ _____	
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DREAMING Rating Familiarities Cups

Dreamer's Eye Lucid Dreaming Clarity of the Self Languages of the Spirit Morphean Artifice	_____ _____ _____ _____	_____ _____ _____ _____	
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INOCULATION GRADE:

POWER POOL:

MAX:



PATTERNS

EPHEMERA

<input type="radio"/> Name: <input type="radio"/> Effect: <i>Cost</i>	Skills:
<input type="radio"/> Name: <input type="radio"/> Effect: <i>Cost</i>	Skills:
<input type="radio"/> Name: <input type="radio"/> Effect: <i>Cost</i>	Skills:
<input type="radio"/> Name: <input type="radio"/> Effect: <i>Cost</i>	Skills:
<input type="radio"/> Name: <input type="radio"/> Effect: <i>Cost</i>	Skills:
<input type="radio"/> Name: <input type="radio"/> Effect: <i>Cost</i>	Skills:
<input type="radio"/> Name: <input type="radio"/> Effect: <i>Cost</i>	Skills:

<input type="radio"/> Name: <input type="radio"/> Effect: <i>DoS</i>	Skills:
<input type="radio"/> Name: <input type="radio"/> Effect: <i>DoS</i>	Skills:
<input type="radio"/> Name: <input type="radio"/> Effect: <i>DoS</i>	Skills:
<input type="radio"/> Name: <input type="radio"/> Effect: <i>DoS</i>	Skills:
<input type="radio"/> Name: <input type="radio"/> Effect: <i>DoS</i>	Skills:
<input type="radio"/> Name: <input type="radio"/> Effect: <i>DoS</i>	Skills:
<input type="radio"/> Name: <input type="radio"/> Effect: <i>DoS</i>	Skills:



WEAPONS Skill Damage Ammo Notes

ARMOR & CLOTHING Defense Notes

OTHER GEAR

Item	Notes/Effects

VALUABLES

Item	Value	Income

