

Body

Mind

Spirit

Skill/Attribute Levels

Superb

Great

Good

Fair

Mediocre

Poor

Terrible

Name:

Player:

Skill Points:

Gifts:

Attribute Points:

Gifts and Faults

Wound Track

1-2

3-4

5-6

7-8

9+

Scratch

Hurt

Very Hurt

Incapacitated

Near Death

0 0 0

0 0 0

0 0 0

0 0

0

P F

M Good

Great

Intellect Track

1-2

3-4

5-6

7-8

9+

Dazed

Baffled

Confused

Unconscious

Comatose

0 0 0

0 0 0

0 0 0

0 0

0

P F

M Good

Great

Emotion Track

1-2

3-4

5-6

7-8

9+

Shaken

Frightened

Horrificed

Irrational

Catatonic

0 0 0

0 0 0

0 0 0

0 0

0

P F

M Good

Great

Skills

Picture

Attribute Cost	(start with 3)
Superb	4
Great	2
Good	1
Fair	0
Mediocre	-1
Poor	-2
Terrible	-4

Start with 3 gifts; take up to 3 faults to balance gifts. You may have up to a total of 6 gifts and 3 faults.

Skills: start with 33 points, of which 22 may be immediately allocated. Easy skills can be used untrained. Hard skills cannot.

Easy skills at two levels less than the controlling attribute are free and cost one point for one level less than the attribute. A hard skill costs one point for two levels less than its controlling attribute. Each additional skill level doubles its cost.