

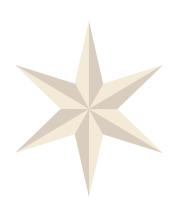
ABOUT ME	PC NAME:	PLAYED BY:
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GENERAL DES		
RACE	ORGANIZATION	
AGE	GUILD	
GENDAR	HOMELAND	

AFFINITY SCORES Emotion Mental Body Physic Spirit Shadow BARRIERS OVERCOME Emotion Mental Body Physic Spirit Shadow

LANGUAGE PROFICIENCIES

LANG.	RACE	R	W	S	Н
Quenn	[All]	5	5	5	5
SESSYM	[ALL]	5	5	5	5





		CHA	IMITO I ZIN OI					
	ACTION	PC Name:			PLAYED BY:			
ALENT MODIF	TIERS (TALENT MODIF	FIER = TALENT RANK + AFF	FINITY SCORE AV	ER AGE + ANY B	ONUSES)	WOUNDS		
Athletics	Communication	Concentration						0
ody/Spirit	Emotion/Mental	Mental/Spirit	Crafting Physic/Shado		ception otion/Shadow		-	-2
nsight	Leadership	Luck	Melee Com		ception			-4 -6
hysic/Emotion	Emotion/Spirit	Spirit/Shadow	Body/Physic	Bod	y/Mental			-8
resence ody/Emotion	Ranged Combat Physic/Mental	Scholarship Mental/Shadow	Stealth Body/Shadow		vival sic/Spirit	ים	YING	-0
	111/010/11/01/01	Thentally Shado II						10
HIELDS								12
								14
						DEATH = 40	+ ATHLETIC	S
Soak		Soak		Soak		FATIGUE		
Penalty		Penalty		Penalty		FAIIGUE		0
OD		OD		OD				-2
						-		-4
ARMOR								-6
								-8
						OVER 20	= WOUNDS	
Soak		Soak		Soak		DHC		
Penalty		Penalty]	Penalty			ling Capacity	
						Wounds Heal		
WEAPONS							25	
VEAFONS						PHYSICALITY		
[MELEE]		[MELEE]		[MELEE]		Size		
Damage		Damage		Damage		Move Sco	ore	
Special Abiliti	es:	Special Abilities:		Special Abilitie	es:	DEFENSE RAT	ings	
		op colui i i i i i i i i i i i i i i i i i i		- P		Inner		
opeciai /ibiiiti						IIIIIei		
opecial ribility						Outer		
opeciai rionid						Outer Ethereal		
						Outer Ethereal Combat		_
[RANGED]		[RANGED]		[RANGED]		Outer Ethereal Combat	MAGE	
		[RANGED] Damage		[RANGED] Damage		Outer Ethereal Combat	MAGE	

Special Abilities:

Special Abilities:

Special Abilities:



				CHARACT	'ER SHEE'	Γ		
	ABILITIES	PC	Name	:			PLAYED F	3Y:
TALENT PROFI	CIENCIES							
Talent	Proficiency				Talent	Pi	roficiency	
RACIAL TRAITS	\$			BARRIER ABIL	iTiES			
				BARRIER			LVL	BARRIER ABILITY



POWER SUMMARY	PC Name:		PLAYED BY:
NAME:	Level	Energies	
	Magnitude	Range	
	Bonus to Roll	Target	
	Activation Time	Duration	
	Activation Cost	Medium	
NAME:	Level	Energies	
	Magnitude	Range	
	Bonus to Roll	Target	
	Activation Time	Duration	
	Activation Cost	Medium	
NAME:	Level	Energies	
	Magnitude	Range	
	Bonus to Roll	Target	
	Activation Time	Duration	
	Activation Cost	Medium	
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	Magnitude	Range	
	Bonus to Roll	Target	
	Activation Time	Duration	
	Activation Cost	Medium	
NAME:	Level	Energies	
	Magnitude	Range	
	Bonus to Roll	Target	
	Activation Time	Duration	
	Activation Cost	Medium	
NAME:	Level	Energies	
	Magnitude	Range	
	Bonus to Roll	Target	
	Activation Time	Duration	
	Activation Cost	Medium	



POWERS	PC Name:	PLAYED BY:
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POWER NAME:		
Power Description:	Level	
	Energies	
	Magnitude	
	Range	
	Target	
M. P FCC.	Duration	
Medium Effect:	Medium	
	Bonus to Roll	
	Activation Time	
	Activation Cost	
POWER NAME:		
	Level	

POWER NAME:		
Power Description:	Level	
	Energies	
	Magnitude	
	Range	
	Target	
Medium Effect:	Duration	
Medium Effect.	Medium	
	Bonus to Roll	
	Activation Time	
	Activation Cost	



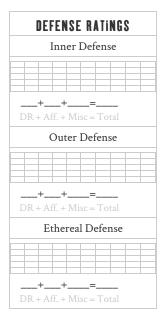
INVENTORY PC NAME: PLAYED BY:	
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Wealth Rating: _ **ITEM** NUM ITEM TYPE NOTES



CHAR ADV: TALENTS & DRS PC NAME: PLAYED BY:

Total Essence:		
TALENTS		
Athletics Body/Spirit	Communication Emotion/Mental	Concentration Mental/Spirit
++= Rank + Affinity + Misc. = Total	Rank + Affinity + Misc. = Total	
Crafting Physic/Shadow	Deception Emotion/Shadow	Insight Physic/Emotion
++= Rank + Affinity + Misc. = Total	+ + = Rank + Affinity + Misc. = Total	Rank + Affinity + Misc. = Total
Leadership Emotion/Spirit	Luck Spirit/Shadow	Melee Combat Body/Physic
++= Rank + Affinity + Misc. = Total	Rank + Affinity + Misc. = Total	++= Rank + Affinity + Misc. = Total
Perception Body/Mental	Presence Body/Emotion	Ranged Combat Physic/Mental
Rank + Affinity + Misc. = Total	Rank + Affinity + Misc. = Total	
Scholarship Mental/Shadow	Stealth Body/Shadow	Survival Physic/Spirit
	+ + = Rank + Affinity + Misc. = Total	++= Rank + Affinity + Misc. = Total





CHAR ADV: POWERS & BARRIERS PC NAME:	PLAYED BY:	
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(/	()	
Level / Power Name (Mastery)		Level / Power Name (Mastery)		
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evel / Power Name (Mastery)	Level / Power Name (Mastery	Level / Power Name (Mastery)		
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_evel / Power Name (Mastery)	Level / Power Name (Mastery	Level / Power Name (Mastery)		
,		,		
Level / Power Name (Mastery)	L ovel / Power Name (Masters	Level / Power Name (Mastery)		
Sever / Fower realite (triastery)	Level / Fowel Ivalile (iviastel)	y)		
/() /	()	
Level / Power Name (Mastery)	Level / Power Name (Mastery	Level / Power Name (Mastery)		
/()/	/()		
Level / Power Name (Mastery)	Level / Power Name (Mastery	γ)		
/()	()	
Level / Power Name (Mastery)	Level / Power Name (Mastery	Level / Power Name (Mastery)		

DADD:FD0			
BARRIERS			
Emotion			
+= Size + Misc = Total			
Mental			
+=			
Size + Misc = Total			
Body			
+= Size + Misc = Total			
Physic			
Tilysic			
+=			
Size + Misc = Total			
Spirit			
+=			
Size + Misc = Total			
Shadow			
+=			