

**BLOODLINE** \_\_\_\_\_ **FACTION** \_\_\_\_\_ **MORALITY** \_\_\_\_\_

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	Blood Stat	Adv Stat	Final Stat		
PHYSICAL	___	___	___		<b>LEVEL</b> _____
MENTAL	___	___	___		<b>HEALTH</b> ___/___
PRESENCE	___	___	___		<b>SOUL</b> ___/___
VITALITY	___	___	___		<b>DARK ENERGY</b> ___/___

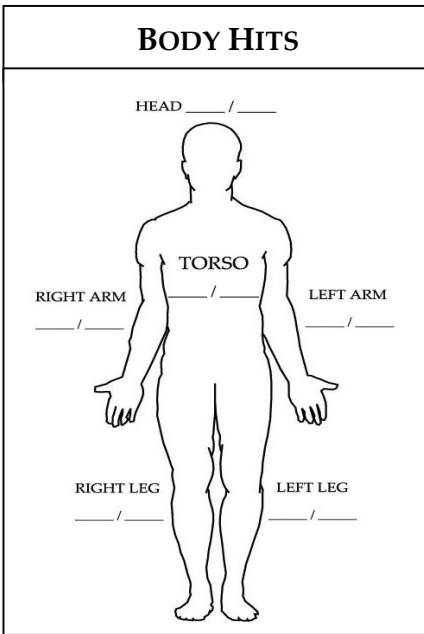
	WEAPONS	HAND	#ATT	TO STRIKE	DAMAGE
1	_____	___	__/__/	___	___
2	_____	___	__/__/	___	___
3	_____	___	__/__/	___	___
4	_____	___	__/__/	___	___
5	_____	___	__/__/	___	___

**PROFESSION**  
\_\_\_\_\_

**FINANCES**  
PERSON \_\_\_\_\_  
BANK ACCT \_\_\_\_\_  
INCOME \_\_\_\_\_

**SPECIAL POWERS**  
FACTION \_\_\_\_\_  
BLOODLINE \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
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**ASCENSION RANK**  
\_\_\_\_\_

**EVOLUTION**  
CURRENT \_\_\_\_\_  
NEXT LEVEL \_\_\_\_\_

**DEF. RATING** \_\_\_\_\_  
EVADE \_\_\_\_\_  
PHYSICAL \_\_\_\_\_  
ARMOR \_\_\_\_\_  
MISC \_\_\_\_\_

**SPELL RESIST** \_\_\_\_\_

# CHARACTER PROFILE

BIRTHPLACE \_\_\_\_\_ PERSONAL HISTORY \_\_\_\_\_

DESCRIPTION \_\_\_\_\_

PERSONAL MOTTO \_\_\_\_\_

PHYSICAL ____	Skill	Bonus	Total	MENTAL ____	Skill	Bonus	Total	PRIMARY _____
Acrobatics	___	___	___	Ancient History	___	___	___	SECONDARY _____
Ambidextrous	___	___	___	Ancient Lang	___	___	___	
Athleticism	___	___	___	Appraisal	___	___	___	1 <sup>st</sup> LEVEL
Brawling	___	___	___	Bureaucracy	___	___	___	_____
Disarm*	___	___	___	Channeling	___	___	___	_____
Driving	___	___	___	Computers	___	___	___	_____
Dual Weapon 1*	___	___	___	Com Security	___	___	___	_____
Dual Weapon 2*	___	___	___	Criminology	___	___	___	_____
Evade*	___	___	___	Cultural Sense	___	___	___	_____
Marine Combat	___	___	___	Electronics	___	___	___	_____
Multi-Strike 1*	___	___	___	Engineering	___	___	___	
Multi-Strike 2*	___	___	___	Explosives	___	___	___	2 <sup>nd</sup> LEVEL
Projectiles	___	___	___	IT Security	___	___	___	_____
Quick Strike*	___	___	___	Languages*	___	___	___	_____
Riding Cycle	___	___	___	Lip Reading	___	___	___	_____
Silent Kill	___	___	___	Mechanics	___	___	___	_____
Sniping*	___	___	___	Medical I	___	___	___	_____
Weapon 1	___	___	___	Medical II	___	___	___	_____
Weapon 2	___	___	___	Modify Weapon*	___	___	___	_____
Weapon 3	___	___	___	Possession	___	___	___	
Weapon 4	___	___	___	Profiling	___	___	___	3 <sup>rd</sup> LEVEL
Weapon 5	___	___	___	Religions	___	___	___	_____
				Repairs	___	___	___	_____
				Research	___	___	___	_____
<b>PRESENCE ____</b>	<b>Skill</b>	<b>Bonus</b>	<b>Total</b>	Security Systems	___	___	___	_____
Ambush*	___	___	___	Streetwise	___	___	___	_____
Ambush Sense	___	___	___	Lore: Celestial	___	___	___	_____
Arcane Mastery	___	___	___	Lore: Faction	___	___	___	
Blind Fighting	___	___	___	Lore: Poison	___	___	___	4 <sup>th</sup> LEVEL
Bribery	___	___	___	Lore: Relics	___	___	___	_____
Camouflage*	___	___	___	Lore: Runes	___	___	___	_____
Conceal	___	___	___	Lore: Spell	___	___	___	_____
Criminal Act	___	___	___	Lore: Symbol	___	___	___	_____
Detect Traps	___	___	___	Select _____	___	___	___	_____
Diplomacy	___	___	___	Select _____	___	___	___	_____
Direction Sense	___	___	___	Select _____	___	___	___	_____
Gambling	___	___	___	Select _____	___	___	___	5 <sup>th</sup> LEVEL
Infiltration	___	___	___					_____
Perception	___	___	___					_____
Pick Locks	___	___	___	<b>VITALITY ____</b>	<b>Skill</b>	<b>Bonus</b>	<b>Total</b>	_____
Pick Pockets	___	___	___	Drug Tolerance	___	___	___	_____
Seduction	___	___	___	Endurance	___	___	___	_____
Sixth Sense	___	___	___	Health*	___	___	___	_____
Stealth	___	___	___	Recovery	___	___	___	
Tracking	___	___	___	Resist Shock	___	___	___	6 <sup>th</sup> LEVEL

LANGUAGES \_\_\_\_\_

DESTINY EFFECT \_\_\_\_\_

SPECIAL NOTES \_\_\_\_\_

TRAINING POINTS: \_\_\_\_\_

# PERSONAL INVENTORY

## GENERAL EQUIPMENT


## SPECIAL ITEMS

### DESCRIPTION


## WEAPONS

### DESCRIPTION

### AMMO


## CONTACTS

### DESCRIPTION

### LOCATION


## RESIDENCE

### ADDRESS / DESCRIPTION


## VEHICLE

### VEHICLE

### VEHICLE

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# SPELL LIST

Level	Target	Range	Duration	SR
SPELL: _____ SPHERE: _____				
_____				
_____				
_____				

Level	Target	Range	Duration	SR
SPELL: _____ SPHERE: _____				
_____				
_____				
_____				

Level	Target	Range	Duration	SR
SPELL: _____ SPHERE: _____				
_____				
_____				
_____				

Level	Target	Range	Duration	SR
SPELL: _____ SPHERE: _____				
_____				
_____				
_____				

Level	Target	Range	Duration	SR
SPELL: _____ SPHERE: _____				
_____				
_____				
_____				

Level	Target	Range	Duration	SR
SPELL: _____ SPHERE: _____				
_____				
_____				
_____				

Level	Target	Range	Duration	SR
SPELL: _____ SPHERE: _____				
_____				
_____				
_____				

Level	Target	Range	Duration	SR
SPELL: _____ SPHERE: _____				
_____				
_____				
_____				

Level	Target	Range	Duration	SR
SPELL: _____ SPHERE: _____				
_____				
_____				
_____				

Level	Target	Range	Duration	SR
SPELL: _____ SPHERE: _____				
_____				
_____				
_____				

\* Level = Dark Energy points

\*\* Target: A = area, C = caster, P = person, I = item

\*\*\*SR = Spell Resistance Y or N