

\_\_\_\_\_

BLOODLINE \_\_\_\_\_

FACTION \_\_\_\_\_

ORDER \_\_\_\_\_

C  
H  
A  
R  
A  
C  
T  
E  
R

	Blood Stat		Adv Stat		Final Stat
PHYSICAL	___	+	___	=	___
MENTAL	___	+	___	=	___
AGILITY	___	+	___	=	___
PRESENCE	___	+	___	=	___
VITALITY	___	+	___	=	___

LEVEL \_\_\_\_\_

MAX HEALTH \_\_\_\_\_

SOUL \_\_\_\_/\_\_\_\_

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ALIAS \_\_\_\_\_

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

Combat Notes: \_\_\_\_\_

\_\_\_\_\_

MORALITY \_\_\_\_\_

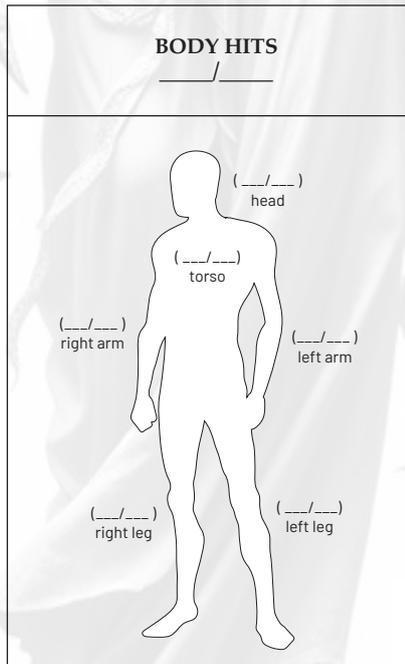
ASCENSION RANK \_\_\_\_\_

EXPERIENCE

CURRENT \_\_\_\_\_

NEXT LEVEL \_\_\_\_\_

L  
I  
F  
E



ASSOCIATES

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D  
E  
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T  
H

DEFENSE RATING

ARMOR \_\_\_\_\_

EVADE \_\_\_\_\_

MISCELLANEOUS \_\_\_\_\_

SPELL RESISTANCE \_\_\_\_\_

ARMOR ID

HEAD \_\_\_\_\_ TORSO \_\_\_\_\_

ARM \_\_\_\_\_ LEGS \_\_\_\_\_

# Character Profile

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

DESCRIPTION \_\_\_\_\_

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

FACTION POWERS \_\_\_\_\_

BLOODLINE POWERS \_\_\_\_\_

**PHYSICAL** \_\_\_\_\_  
 Athleticism \_\_\_\_\_  
 Brawling \_\_\_\_\_  
 Hardcore \_\_\_\_\_  
 Projectiles \_\_\_\_\_  
 Quick Strike \_\_\_\_\_  
 Weapon 1 \_\_\_\_\_  
 Weapon 2 \_\_\_\_\_  
 Weapon 3 \_\_\_\_\_  
 Weapon 4 \_\_\_\_\_  
 Weapon 5 \_\_\_\_\_

**MENTAL** \_\_\_\_\_  
 Darklore \_\_\_\_\_  
 Demolitions \_\_\_\_\_  
 Electronics \_\_\_\_\_  
 Engineering \_\_\_\_\_  
 Infiltration \_\_\_\_\_  
 Knowledge \_\_\_\_\_  
 Medicine \_\_\_\_\_  
 Profiling \_\_\_\_\_  
 Streetwise \_\_\_\_\_  
 System Security \_\_\_\_\_

**AGILITY** \_\_\_\_\_  
 Ambidextrous \_\_\_\_\_  
 Driving \_\_\_\_\_  
 Dual Weapons 1 \_\_\_\_\_  
 Dual Weapons 2 \_\_\_\_\_  
 Evade \_\_\_\_\_  
 Handcraft \_\_\_\_\_  
 Multi-Strike 1 \_\_\_\_\_  
 Multi-Strike 2 \_\_\_\_\_  
 Silent Kill \_\_\_\_\_  
 Stealth \_\_\_\_\_

**PRESENCE** \_\_\_\_\_  
 Arcane Mastery \_\_\_\_\_  
 Blind Fighting \_\_\_\_\_  
 Criminal Act \_\_\_\_\_  
 Diplomacy \_\_\_\_\_  
 Direction Sense \_\_\_\_\_  
 Perception \_\_\_\_\_  
 Seduction \_\_\_\_\_  
 Sixth Sense \_\_\_\_\_  
 Snipping \_\_\_\_\_  
 Tracking \_\_\_\_\_

**VITALITY** \_\_\_\_\_  
 Drug Tolerance \_\_\_\_\_  
 Health \_\_\_\_\_  
 Prime Hear \_\_\_\_\_  
 Prime Smell \_\_\_\_\_  
 Prime Taste \_\_\_\_\_  
 Prime Touch \_\_\_\_\_  
 Prime Vision \_\_\_\_\_  
 Recovery \_\_\_\_\_  
 Resist Shock \_\_\_\_\_  
 Revive \_\_\_\_\_

**LANGUAGES**  
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**SPECIAL NOTES** \_\_\_\_\_  
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**BANK ACCOUNT:** \_\_\_\_\_ **CARRY:** \_\_\_\_\_

WEAPONS	AMMO

EQUIPMENT / ITEMS	CONTACTS

**SPELLS**

**DARK ENERGY** \_\_\_\_/\_\_\_\_

PRIMARY \_\_\_\_\_

SECONDARY \_\_\_\_\_

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

**1<sup>st</sup> LEVEL**  
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**2<sup>nd</sup> LEVEL**  
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**3<sup>rd</sup> LEVEL**  
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**4<sup>th</sup> LEVEL**  
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**5<sup>th</sup> LEVEL**  
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**6<sup>th</sup> LEVEL**  
 \_\_\_\_\_  
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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:		

\_\_\_\_\_

BLOODLINE \_\_\_\_\_

FACTION \_\_\_\_\_

ORDER \_\_\_\_\_

P  
E  
R  
S  
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	Blood Stat		Adv Stat		Final Stat
PHYSICAL	___	+	___	=	___
MENTAL	___	+	___	=	___
AGILITY	___	+	___	=	___
PRESENCE	___	+	___	=	___
VITALITY	___	+	___	=	___

LEVEL \_\_\_\_\_

MAX HEALTH \_\_\_\_\_

SOUL \_\_\_\_\_/\_\_\_\_\_

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ALIAS

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

Combat Notes: \_\_\_\_\_

\_\_\_\_\_

MORALITY \_\_\_\_\_

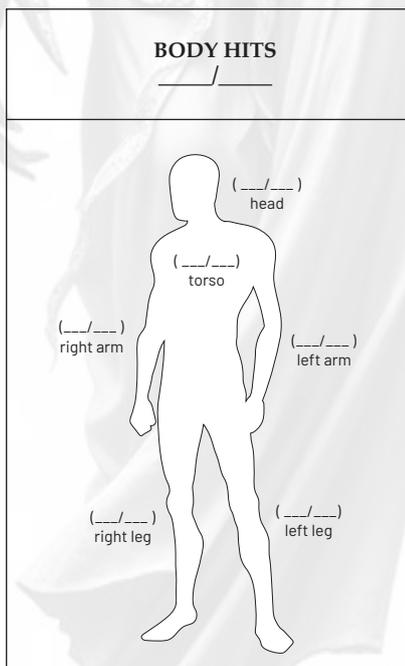
ASCENSION RANK \_\_\_\_\_

EXPERIENCE

CURRENT \_\_\_\_\_

NEXT LEVEL \_\_\_\_\_

L  
I  
F  
E



ASSOCIATES

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DEFENSE RATING

ARMOR \_\_\_\_\_

EVASIVE \_\_\_\_\_

MISCELLANEOUS \_\_\_\_\_

SPELL RESISTANCE \_\_\_\_\_

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# Personality Profile

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 Prime Touch \_\_\_\_\_  
 Prime Vision \_\_\_\_\_  
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 Revive \_\_\_\_\_

**LANGUAGES**  
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**SPECIAL NOTES** \_\_\_\_\_  
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**BANK ACCOUNT:** \_\_\_\_\_ **CARRY:** \_\_\_\_\_

WEAPONS	AMMO

EQUIPMENT / ITEMS	CONTACTS

*SPELLS*

**DARK ENERGY** \_\_\_\_/\_\_\_\_  
 PRIMARY \_\_\_\_\_  
 SECONDARY \_\_\_\_\_  
 TRAINING POINTS \_\_\_\_\_

**1<sup>st</sup> LEVEL**  
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**2<sup>nd</sup> LEVEL**  
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**3<sup>rd</sup> LEVEL**  
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**4<sup>th</sup> LEVEL**  
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**5<sup>th</sup> LEVEL**  
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**6<sup>th</sup> LEVEL**  
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 \_\_\_\_\_  
 \_\_\_\_\_

# Body Hits (Optional)

\_\_\_\_\_ : HP \_\_\_\_\_ / \_\_\_\_\_

(\_\_\_/\_\_\_)  
head

(\_\_\_/\_\_\_)  
head

(\_\_\_/\_\_\_)  
right arm

(\_\_\_/\_\_\_)  
torso

(\_\_\_/\_\_\_)  
left arm

(\_\_\_/\_\_\_)  
right arm

(\_\_\_/\_\_\_)  
torso

(\_\_\_/\_\_\_)  
left arm

(\_\_\_/\_\_\_)  
right leg

(\_\_\_/\_\_\_)  
left leg

(\_\_\_/\_\_\_)  
right leg

(\_\_\_/\_\_\_)  
left leg

\_\_\_\_\_ : HP \_\_\_\_\_ / \_\_\_\_\_

(\_\_\_/\_\_\_)  
head

(\_\_\_/\_\_\_)  
head

(\_\_\_/\_\_\_)  
right arm

(\_\_\_/\_\_\_)  
torso

(\_\_\_/\_\_\_)  
left arm

(\_\_\_/\_\_\_)  
right arm

(\_\_\_/\_\_\_)  
torso

(\_\_\_/\_\_\_)  
left arm

(\_\_\_/\_\_\_)  
right leg

(\_\_\_/\_\_\_)  
left leg

(\_\_\_/\_\_\_)  
right leg

(\_\_\_/\_\_\_)  
left leg

\_\_\_\_\_ : HP \_\_\_\_\_ / \_\_\_\_\_

(\_\_\_/\_\_\_)  
head

(\_\_\_/\_\_\_)  
head

(\_\_\_/\_\_\_)  
right arm

(\_\_\_/\_\_\_)  
torso

(\_\_\_/\_\_\_)  
left arm

(\_\_\_/\_\_\_)  
right arm

(\_\_\_/\_\_\_)  
torso

(\_\_\_/\_\_\_)  
left arm

(\_\_\_/\_\_\_)  
right leg

(\_\_\_/\_\_\_)  
left leg

(\_\_\_/\_\_\_)  
right leg

(\_\_\_/\_\_\_)  
left leg

\_\_\_\_\_ : HP \_\_\_\_\_ / \_\_\_\_\_

(\_\_\_/\_\_\_)  
head

(\_\_\_/\_\_\_)  
head

(\_\_\_/\_\_\_)  
right arm

(\_\_\_/\_\_\_)  
torso

(\_\_\_/\_\_\_)  
left arm

(\_\_\_/\_\_\_)  
right arm

(\_\_\_/\_\_\_)  
torso

(\_\_\_/\_\_\_)  
left arm

(\_\_\_/\_\_\_)  
right leg

(\_\_\_/\_\_\_)  
left leg

(\_\_\_/\_\_\_)  
right leg

(\_\_\_/\_\_\_)  
left leg