Character:	
Player:	Handedness:
Age:	Trait Cap:
Character Concept/Role:	

Traits - 300 points

Physical Traits

Strength (STR)	DAMAGE	Reflexes(REF)	DAMAGE	Endurance (END)	DAMAGE

Mental Traits

Perception (PER)	DAMAGE	Willpower (WIL)	DAMAGE	Charisma (CHA)	DAMAGE

Initiative (PER + REF):		LUCK (LUC)	SPENT	DAMAGE	Defense (REF +/- Qualities):	

Fear	WIL:	+	Resolve:	=	Fear

Helpless? Y / N (Physical)

Broken? Y / N (Mental)

Melee Weapon	Base Damage

Armor	Armor Points

Missile Weapon	Base Damage

SKILLS - Starting Skill Points: 50 + PER + WIL

Skill Points used:

SKILL	TN	Ranks	Trait Bonus	Time	S/T/M	S/T/M Summary	COST	PAGE #
Sense the Unknown			–		–	–		

DISCIPLINES

Discipline	TN	Ranks	Trait Bonus	School	Range	Area	S/T/M	S/T/M Summary	COST	PAGE #

QUALITIES

Edges

Name:	Description:

Flaws

Name:	Description: