Name:

Story:

Player:

Concept:

Internal Persona:

External Persona:

World View:

Lineage:

Age:

VIRTUES AND VICES

BACKGROUNDS

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ATTRIBUTES

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STATUS CHARTS

MENTAL STATUS Unfocused O O O -1 Disoriented O O O -2 Weak -4 Apathic

PHYSICAL STATUS

Bruised -1Cut -2Gashed -4Dying

FATIGUE

Winded -1 Tired

-2 Exhausted $\bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc$ -4 Fainting

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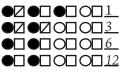
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Errata

Damage Every hit a character recieves always deals as high level damage as it can. Example: A character has the following status chart:

PHYSICAL STATUS

Bruised -1 Cut -2 Gashed -4 Dying



This means that he takes one cut would every 3 Bruises, one Gashed every 6 Bruises and one Dying wound every 12 Gashes. If he were to take 9 points of damage from one single attack, that means he takes 1 Gashed for 6 points and one Cut for 3 points for a total of 12. In this particular case, the Cut flows over and what he writes down is 2 Gashes.

