

NAME: \_\_\_\_\_  
 CLAN: \_\_\_\_\_ SCHOOL: \_\_\_\_\_  
 RANK: \_\_\_\_\_ INSIGHT: \_\_\_\_\_  
 (RINGS X 10) + SKILLS + INSIGHT BONUSES



**PRIMARY WEAPON**

ROLL TO ATTACK (TRAIT/WEAPON SKILL)		
DR	QUALITY	
SPECIAL ABILITIES		

**ARMOR**

TN BONUS	QUALITY	
SPECIAL ABILITIES		

**TN TO BE HIT**

TN TO BE HIT =	
REFLEXES X 5 + ARMOR + OTHER MODIFIERS	
OTHER MODIFIERS	

**INITIATIVE**

ROLL REFLEXES/SCHOOL RANK	
CURRENT INITIATIVE	

**WOUNDS (EARTH X 2 PER LEVEL, EARTH X 5 FOR OUT)**

WOUND LEVEL	TOTAL	CURRENT
HEALTHY (+0)		
NICKED (+3)		
GRAZED (+5)		
HURT (+10)		
INJURED (+15)		
CRIPPLED (+20)		
DOWN (+40) MUST SPEND VOID TO ACT		
OUT CANNOT ACT		

**SKILLS**

SKILL NAME	EMPHASES	RANKS	SCHOOL SKILL
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**MASTERY ABILITIES**


GLORY: \_\_\_\_\_

HONOR: \_\_\_\_\_

STATUS: \_\_\_\_\_

SHADOWLANDS  
 TAIN: \_\_\_\_\_

**EXPERIENCE POINTS** \_\_\_\_\_

