Character:	House:	Size:	Decreptitude:
Player:	Year born:	Confidence:	Warping:

Intelligence:	Strength:	Presence:	Dexterity:
Perception:	Stamina:	Communication:	Quickness:

Virtues		Flaws	

Ability (general)	lv	exp	Ability	lv	exp	Ability (special)	lv	exp

Personality Traits	Score	Reputations	Type	score	Fatigue		Pen	Wound
					Fresh		-	
					Winded		0	
					Weary		-1	Light
					Tired		-3	Medium
					Dazed		-5	Heavy
					Unconcious		-	Incapacitated

Weapon	Init	Atk	Def	Dam	Load	Spc	Rng	Armor	Load	Prot

Init (Initiative) = Quickness + Weapon Initiative Modifier - Encumbrance + Stress Die
Atk (Attack) = Dexterity + Combat Ability + Weapon Attack Modifier + Stress Die
Def (Defense) = Quickness + Combat Ability + Weapon Defense Modifier + Stress Die
Dam (Damage) = Strength + Weapon Damage Modifier + Attack Advantage
Soak = Stamina + Armor Protection