

Name: _____ **Race:** _____ **Age:** _____ **Sex:** _____

Height: _____ **Weight:** _____ **Skin Color:** _____ **Hair Color:** _____ **Eye Color:** _____ **Handedness:** _____

Skill Level: _____ **Total Skill Points Earned:** _____ **Unspent Discipline Points:** _____ **Unspent Proficiency Points:** _____

ATTRIBUTES	Skill			Bonuses and Modifiers										RESISTANCE		
	Base	Adjusted	Modifier	Initiative Modifier		Off-hand Weapon To-Hit Modifier			Bonus Health Points Per Skill Level					Physical Resistance Mod.		
Agility																
Endurance				/												
Intellect				Initial Languages		Bonus Hedge/Herm. Spells			1st:	2nd:	3rd:	4th:	5th:	Mental Resistance Mod.		
Presence				Bonus Ritual Spell Points		Bonus Faith Spells			1st:	2nd:	3rd:	4th:	5th:	/		
Strength				Feat of Str. Mod.	Melee Dmg. Mod.	Missile Dmg. Mod.	Armor Imp. Adj.									

ARMOR WORN			DODGE		HEALTH POINTS		MOVEMENT	
	Dmg. Absorbance	Impedance Score	BASE	TOTAL			Base	Adjusted
							Running Rate	
							Walking Rate (=Run/2)	
			ADJUSTED	CURRENT			Swimming Rate	
Total Armor Absorbance							Jumping Height/Distance (Distance x2 if running)	
Total Armor Impedance (w/ STR Modifier)							Encumbrance Class (-20 ft. Swim/Run per class above I to a max of V)	

WEAPONS		#Atks.	Length	Class	To-Hit/Dmg. Adjustment	Damage	Short Range	Med. Range	Long Range
					/				
					/				
					/				
					/				
					/				
					/				
					/				
					/				
					/				

PROFICIENCIES				Grade	Modifier	Grade	Modifier

Armor Impedance - Loss to Dodge, Initiative, Agility Proficiencies, and Jumping Distance is equal to the Armor Impedance modifier.
Loss to Running and Swimming Rate is equal to Armor Impedance Modifier x 10.

MAGIC - SPELLS PER DAY

HERMETIC, HEDGE AND FAITH MAGIC

	Bonus Spells	Spells From Disciplines	Total Spells Per Day
1st Circle			
2nd Circle			
3rd Circle			
4th Circle			
5th Circle			
6th Circle*			
7th Circle*			
8th Circle*			

FAITH SPELL DOMAINS

Primary (1st-8th)
Secondary (1st-6th)
Tertiary (1st-3rd)

RITUAL MAGIC SPELL POINTS

Bonus Points
Pts. from Disciplines
TOTAL SPELL POINTS

RITUAL MAGIC SPHERES

	Daily Points Allocated	Current Points Remaining
BLOOD		
DREAM		
GAEA		
STITCH		

*These Circles only exist for Hermetic and Faith Magic.

HERMETIC AND HEDGE SPELLS KNOWN/FAITH SPELLS MEMORIZED

1st Circle:
2nd Circle:
3rd Circle:
4th Circle:
5th Circle:
6th Circle*:
7th Circle*:
8th Circle*:

*These Circles only exist for Hermetic and Faith Magic.