Name					DEC	OI ATION	
Player					1) F / (JAICIN	
Archetype					The state of the s	LITTOIN	
Race						TA	
Nationality					Style Points	Experience Points	
Primary Attribute	25						
Body	Body Charisma				Health	Damage	
Dexterity Intelligence					Lethal Nonlethal Burn		
Strength Willpower					Letital Noncenal Bulli		
Secondary Attributes					<u>Defense</u>	Active Passive	
Size Initiative							
Move	Stun				Talents and Racial Traits		
Perception							
Skills							
Skill	Ba	se Levels	Rating	(Avg.)			
					Flaws and Racía	l Traits	
Combat							
Weapon	Rating Si	ze Attack	(Avg.)	Cond.			
					Languages		
•	D c ~	- n					
Armor Def. Str. Dex. Condition							
MPH					_	Size = See race Move = Dexterity + Strength	
Motivation					■ Perception = Intelligence + Willpower ■ Initiative = Dexterity + Intelligence ■ Defense = Body + Dexterity - Size		
Personality				■ Health = Body + Willpower + Size ■ Stun = Body ■ Skills = 15 pts. ■ Choose 1 Talent ■ Choose 1 Flaw			
History				■ Choose I Talent ■ Choose I Flaw			

Equipment	Description			
Item	#	Location	Condition	Age:
				Gender:
				Height:
				Eyes:
				Hair:
				Skin:
				Hístory
Valuables				
Encumbrance				
Light Load Medium Load		Heavy	Load	
Notes				