

Name _____
 Player _____
 Cell _____
 Appearance _____

HOUSE GAMES

Main Character Sheet
 Version 1.5

_____ Age / Sex
 _____ Concept
 _____ Ambition
 _____ Quote

ATTRIBUTES

Strength ●○○○○○○○
 Dexterity ●○○○○○○○
 Stamina ●○○○○○○○
 Charisma ●○○○○○○○
 Perception ●○○○○○○○
 Wits ●○○○○○○○
 Intelligence ●○○○○○○○

WILLPOWER

●○○○○○○○○○
 □□□□□□□□□□

○○○○○○○○○○○
 □□□□□□□□□□

○○○○○○○○○○○
 □□□□□□□□□□

GIFTS

- 1 _____ ○○○○
- 2 _____ ○○○○
- 3 _____ ○○○○
- 4 _____ ○○○○
- 5 _____ ○○○○
- 6 _____ ○○○○
- 7 _____ ○○○○
- 8 _____ ○○○○
- 9 _____ ○○○○
- 10 _____ ○○○○
- 11 _____ ○○○○
- 12 _____ ○○○○
- 13 _____ ○○○○
- 14 _____ ○○○○
- 15 _____ ○○○○
- 16 _____ ○○○○
- 17 _____ ○○○○
- 18 _____ ○○○○
- 19 _____ ○○○○
- 20 _____ ○○○○

ABILITIES

Athletics ○○○○○○	Subterfuge ○○○○○○
Dodge ○○○○○○	Linguistics ○○○○○○
Brawl ○○○○○○	Performance ○○○○○○
Melee ○○○○○○	Medicine ○○○○○○
Firearms ○○○○○○	Psychology ○○○○○○
Stealth ○○○○○○	Academics ○○○○○○
Legerdemain ○○○○○○	Computer ○○○○○○
Survival ○○○○○○	Occult ○○○○○○
Pilot ○○○○○○	Science ○○○○○○
Crafts ○○○○○○	Investigation ○○○○○○
Animal Ken ○○○○○○	Alertness ○○○○○○
Persuasion ○○○○○○	Meditation ○○○○○○
_____ ○○○○○○	_____ ○○○○○○
_____ ○○○○○○	_____ ○○○○○○

MERITS

- + _____
- + _____
- + _____
- + _____
- + _____
- + _____
- + _____
- + _____
- + _____
- + _____

FLAWS

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

HEALTH

Damage	Bashing	Lethal
0 Bruised	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
-1 Hurt	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
-1 Injured	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
-2 Wounded	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
-3 Mauled	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
-5 Crippled	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Incapacitated	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

Soak

Bashing _____ Lethal _____

TRAUMAS

- _____
- _____
- _____

QUICK REFERENCE

Advancement Costs (xp)

Willpower x1 Abilities 3 / x2
 Attributes x4 Advantages x3
 Masteries x4 Paths x5 x6 or x7

Movement

Walking 4 m / round
 Running: 9 + [3 x Dex] m / round
 Swimming: [dex / 2] m / round

Common Rolls

Initiative D10 + _____ (Wits + Dex)
 Dodge _____ (Dex + Dodge)
 Notice _____ (Perc + Alertness)

Other Stats

Actions per Round _____
 Armor Penalty _____
 Max Encumbrance _____ (Str x 25) lbs
 Unspent XP _____