



Name: _____

Job: (pg.19) _____

Character Points (CP): (pg. 25) Earned/Spent _____

Exhaustion Pool (EP)

(2+VIM&VIGOR)
pg. 23



current
total

Lunacy Pool (LP)

(2+WITS&MOXIE)



current
total

Mortal Pool (MP)

(3+VIGOR&WITS)



current
total

Reality Check Rollover
pg. 36

Total Scars X2

Improv Uses
pg. 74

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d20	d20 +/- d4	d20 +/- d6	d20 +/- d8	d20 +/- d10	d20 +/- (d12+rd4)	d20 +/- (d12+rd6)	d20 +/- (d12+rd8)	d20 +/- (d12+rd10)	d20 +/- 2d12	d20 +/- (2d12+rd4)	d20 +/- (2d12+rd6)	d20 +/- (2d12+rd8)	d20 +/- (2d12+rd10)	d20 +/- 3d12	
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

*Attaining 5 ranks in any skill of a certain attribute increases that attribute by 1pg. 25

Assets (+) - OR - Liabilities (-) pg. 11
For Assets, roll a d20 and add (+) the result of the additional dice. For Liabilities, roll a d20 and subtract (-) the result of the additional dice.

ATTRIBUTE: VIM pg. 26
Used for Initiative, VIM defense rolls, and untrained VIM skill checks. A Vim check is required when a Character is trying to execute a maneuver requiring finesse.

VIM Total

Ranks															
	Mark your total assets(+) or liabilities (-) here														
	Sneaking	RANKS/ITEM	Driving	RANKS/ITEM	Ranged Weapons	RANKS/ITEM	Gymnastics	RANKS/ITEM	Forgery	RANKS/ITEM	Sleight of Hand	RANKS/ITEM	Grappling	RANKS/ITEM	

ATTRIBUTE: VIGOR pg. 30
Used for VIGOR defense checks and untrained VIGOR skill checks. A Vigor check is required when a Character is trying to withstand pain or execute feats of strength.

VIGOR Total

Ranks															
	Melee Weapons	RANKS/ITEM	Thrown Weapons	RANKS/ITEM	Striking	RANKS/ITEM	Endurance	RANKS/ITEM	Feats of Strength	RANKS/ITEM					

ATTRIBUTE: WITS pg. 33
Used for Initiative, WITS defense rolls, and untrained WITS skill checks. A Wits check is required when a Character is trying to use reason, or to retain/recall specific information.

WITS Total

Ranks																
	Sabotage	RANKS/ITEM	Investigation	RANKS/ITEM	Deduction	RANKS/ITEM	Observation	RANKS/ITEM	Demolition	RANKS/ITEM	Engineering	RANKS/ITEM	Mad Science	RANKS/ITEM	Medicine	RANKS/ITEM
	Paranormal Phenomena	RANKS/ITEM	Knowledge(specify)	RANKS/ITEM	Research	RANKS/ITEM										

ATTRIBUTE: MOXIE pg. 34
Used for MOXIE defense rolls and untrained MOXIE skill checks. A Moxie check is required when a Character is engaged in social interactions.

MOXIE Total

Ranks															
	Persuasion	RANKS/ITEM	Intimidation	RANKS/ITEM	Deception	RANKS/ITEM	Perform(specify)	RANKS/ITEM							

Mixed Success: Attacks (2-20) +0DMG (21-25) +1DMG (26-30) +2DMG (31-35) +3DMG (36-40) +4DMG (41-45) +5DMG (46+) +6DMG/status effect pg. 72

Mixed Success: Defense (-10 to 1) +3DMG/2 liabilities to next roll (2-5) +DMG (6-8) +1 DMG (9-20) As written (21-25) -1DMG (26-30) -2DMG pg. 72

Talents Talents have associated attributes (VIM, VIGOR, WITS, or MOXIE). Add the assets granted to you by your attributes and items when using a talent.

Action:	Range:	EP/LP:	DMG:	Description:											
Gaze Into the Abyss				pg.#: 25 Attribute: Any											

EP Total Tired: 1 Liability VIM/VIGOR	2XEP Exhausted: 2 Liabilities VIM/VIGOR	3XEP Breaking Down: 3 Liabilities VIM/VIGOR; EP cost X 2	4XEP System Failure: 4 Liabilities VIM/VIGOR; EP cost X 3; Cannot Move	5X EP Total: K.O.	LP Total Tired: 1 Liability WITS/MOX.	2XLP Cracked: 2 Liabilities WITS/MOX.	3XLP Delirious: 3 Liabilities WITS/MOX.; LP cost X 2	4XEP Basket Case: 4 Liabilities WITS/MOX.; LP cost X 3; Cannot Speak	5X LP Total: K.O.
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Assets (+) - OR - Liabilities (-)					0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
(Talent Name)	pg.#:	Attribute:																		
Action:	Range:	EP/LP:	DMG:	Description:																Item Bonus:
(Talent Name)	pg.#:	Attribute:																		
Action:	Range:	EP/LP:	DMG:	Description:																Item Bonus:
(Talent Name)	pg.#:	Attribute:																		
Action:	Range:	EP/LP:	DMG:	Description:																Item Bonus:
(Talent Name)	pg.#:	Attribute:																		
Action:	Range:	EP/LP:	DMG:	Description:																Item Bonus:
(Talent Name)	pg.#:	Attribute:																		
Action:	Range:	EP/LP:	DMG:	Description:																Item Bonus:
(Talent Name)	pg.#:	Attribute:																		
Action:	Range:	EP/LP:	DMG:	Description:																Item Bonus:
(Talent Name)	pg.#:	Attribute:																		

Equipped Items: pg. 39

Head: _____
Assets, EP, or LP granted

Broke

Chest: _____
Assets, EP or LP granted

Broke

Hands: _____
Assets, EP, or LP granted

Broke

Legs/Feet: _____
Assets, EP, or LP granted

Broke

Ranged: _____
Assets

Broke

Assets

Broke

Incantation Tattoo 1: pg. 57
 Used

Incantation Tattoo 2: _____
 Used

Ritual Magic: pg. 105
 Used

Accessory: _____
Assets

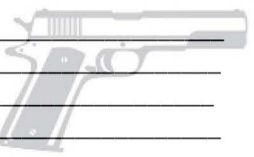
Broke

Melee: _____
Assets

Broke

Assets

Broke



Items:	Assets/Bonuses:	Description/Personality:
		Build _____ Height _____ Hair _____ Eyes _____
Artifact: pg. 111		
Headquarters: pg. 66 size _____ upgrades _____		
Scars: pg. 36		
Vehicle: pg. 49 OCC. _____ Assets		
Dollars: _____ 		
Florins: pg. 57		

Status Effects: pg. 72