

## CHARACTER DETAILS

Character Name	
Player Name	
Campaign Level	
Species	Culture
Profession	
Age	Gender

# AFTER THE Vampire WARS

## CHARACTERISTICS

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
STR	CON	SIZ	DEX	INT	POW	CHA	LUCK POINTS

## ATTRIBUTES

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Action Points	Damage Mod	Exp. Mod	Healing Rate	Initiative Bonus	Initiative Penalty	Magic Points	Move (Metres)

## SUPERNATURAL POWERS & ABILITIES

*Magic, Species Powers & Abilities, Fae Mutations*

## HIT LOCATIONS

1d20	Location	AP / HP	Armour Type	ENC
01-03	Right Leg	/		
04-06	Left Leg	/		
07-09	Abdomen	/		
10-12	Chest	/		
13-15	Right Arm	/		
16-18	Left Arm	/		
19-20	Head	/		

## PASSIONS

Passion	Characteristics	%
		___%
		___%
		___%
		___%
		___%
		___%

## FATIGUE

Level	State	Skill	Move	Init.	AP	Recovery
<input type="checkbox"/>	Fresh	-	-	-	-	-
<input type="checkbox"/>	Winded	Hard	-	-	-	15 mins
<input type="checkbox"/>	Tired	Hard	-1m	-	-	3 hours
<input type="checkbox"/>	Wearied	Form	-2m	-2	-	6 hours
<input type="checkbox"/>	Exhausted	Form	Half	-4	-1	12 hours
<input type="checkbox"/>	Debilitated	Herc	Half	-6	-2	18 hours
<input type="checkbox"/>	Incapacitated	Herc	None	-8	-3	24 hours
<input type="checkbox"/>	Semi-Conscious	Hope	No Activity Possible			36 hours
<input type="checkbox"/>	Comatose	No Activity Possible			48 hours	
<input type="checkbox"/>	Dead				Never	

## STANDARD SKILLS

Skill	Characteristics	%
Athletics	STR+DEX	___%
Boating	STR+CON	___%
Brawn	STR+SIZ	___%
Conceal	DEX+POW	___%
Customs	INT x2	___%
Dance	DEX+CHA	___%
Deceit	INT+CHA	___%
Drive	DEX+POW	___%
Endurance	CON x2	___%
Evade	DEX x2	___%
First Aid	INT+DEX	___%
Influence	CHA x2	___%
Insight	INT+POW	___%
Locale	INT x2	___%
Perception	INT+POW	___%
Ride	DEX+POW	___%
Sing	POW+CHA	___%
Stealth	INT+DEX	___%
Swim	STR+DEX	___%
Willpower	POW x2	___%

## PROFESSIONAL SKILLS

Skill	Characteristics	%
		___%
		___%
		___%
		___%
		___%
		___%
		___%
		___%

## SKILL GRADES

Grade	Modifier
Automatic	No Roll Needed
Very Easy	Double
Easy	Increase by Half
Standard	-
Hard	Reduce by 1/3
Formidable	Reduce by 1/2
Herculean	Reduce to 1/10
Hopeless	No Attempt Possible

## COMBAT STYLES

Style	%	Weapons	Traits
Unarmed	___%		
	___%		
	___%		
	___%		

## LANGUAGES

Language	Characteristics	%
	INT+CHA	____%
	INT+CHA	____%
	INT+CHA	____%
	INT+CHA	____%

## EQUIPMENT

Item	Enc

## WEAPONS

Weapon	Size	Reach (Force)	Damage	AP/HP	Effects	Range/Load

## ALLIES, ENEMIES, FRIENDS

Name	A, E or F

## BACKGROUND & EVENTS

What Happened?

## FAMILY

Name	Relationship

## FOLK MAGIC

Folk Magic Skill ____%	Spells

## ANIMISM

Binding ____%	Trance ____%
Spirits	

## MONEY/WEALTH/PROPERTY

Description

## MYSTICISM

Mysticism ____%	Meditation ____%
Paths & Talents	

## SORCERY

Invocation ____%	Shaping ____%
Grimoires & Spells	