

CHARACTER NAME

LINEAGE & CULTURE OPTION

FACTION & PATH

XP

PATH RANK

LEGEND

PERM.

TEMP.

**SQAK**

KINETIC

ELEMENTAL

BIOLOGICAL

ARCANE

ACTIVE STATUS EFFECTS

**WOUNDS**

HP ≤ 90% SKILL PENALTY

GRAZED -1

FLESH WOUND -3

BANGED UP -5

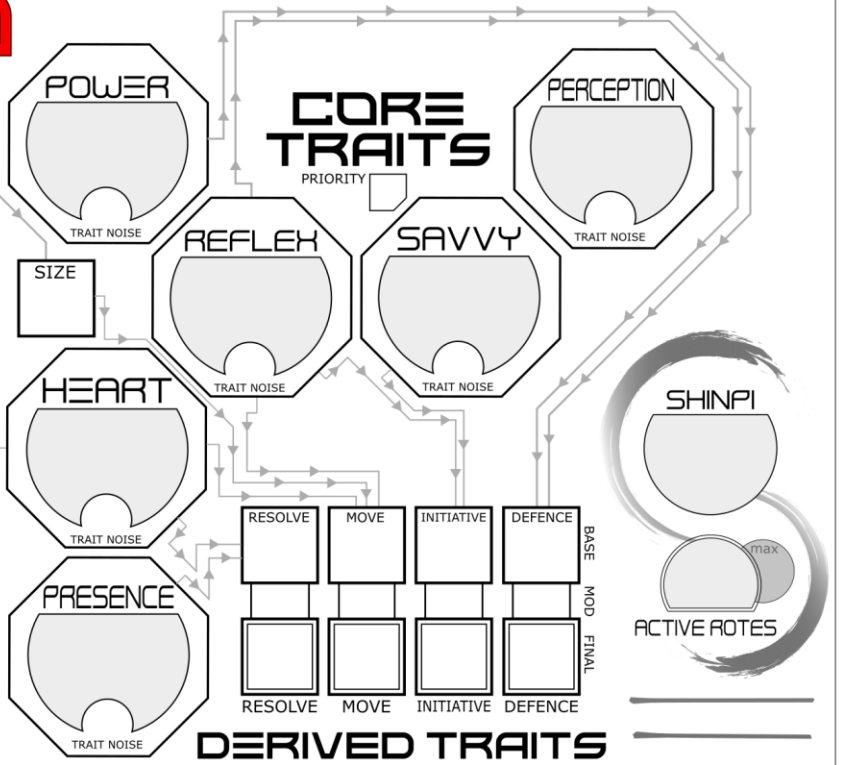
HURT BAD -7

BURNING LEGEND -10

REST MODIFIER

x5 HP =

HP HEALED PER REST



## FATE CARD

Critical Success

biofeedback

Botch

## COMBAT

Weapon or Attack	Attack Roll	Short Range		Long Range		Damage	Damage Type	Burst Roll	Burst Ammo	mags
		dist.	mod.	dist.	mod.					

LINEAGE & PATH BONUSES, AUGS, ROTES, SKILLS, ABILITIES, ETC.

Blank area for lineage and path bonuses, augs, rites, skills, abilities, etc.

## ACTION ECONOMY

Favourite Action Uses	Move Action	Quick Action	Full Action
	# attacks	# attacks	# attacks

# SKILLS PRIORITY



# AUGS PRIORITY

SKILL	FOCUS	TRAIT	SKILL ABILITY NOTES
	d d d d d		
	d d d d d		
	d d d d d		
	d d d d d		
	d d d d d		
	d d d d d		

INSTALLED RANK, NAME, DESCRIPTION
TRAIT NOISE:  %
TRAIT NOISE:  %
TRAIT NOISE:  %
TRAIT NOISE:  %
TRAIT NOISE:  %

# MAGIC PRIORITY

Mikata Kami and bonus:

Accessed Kami

Known Rotes

Name	Action	TN	Legend Cost	Range	Duration	Casting Skill
Description						
Description						
Description						
Description						
Description						

# BACKGROUNDS PRIORITY

	SCORE	ROLL d10	DESCRIPTION
CONTACTS	<input type="text"/>	<input type="text"/>	
FOLLOWERS	<input type="text"/>	<input type="text"/>	roll to refresh temporary Legend once per Rest
SOUL	<input type="text"/>	<input type="text"/>	
STATUS	<input type="text"/>	<input type="text"/>	
WEALTH	<input type="text"/>	<input type="text"/>	

Cash: ¥

# EQUIPMENT

Weapon	Skill	Unlocks, features, upgrades and notes				
Short / Melee	Long / Thrown	Damage & type	Burst roll	Burst Ammo	Mag Size	Ammo Carried
m	m					
x	x					
Quality	grit	grit / 4 = tier	gain +1 bonus per tier	attack bonus		
				damage bonus		
max tier = quality				filled mod slots <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

Weapon	Skill	Unlocks, features, upgrades and notes				
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				damage bonus		
max tier = quality				filled mod slots <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

Armor Quality Soak Type(s) & Rating

Unlocks, features, upgrades and notes
filled mod slots <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

PET NAME \_\_\_\_\_

PET TYPE (ANIMAL, KAMI or ROBOT) \_\_\_\_\_

RANK

○

SIZE MOVE

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ATTACKS OR ACTIONS PER ROUND

○

REFLEX	POWER	HEART	PRESENCE	PERCEPTION	SAVVY
○	○	○	○	○	○

INITIATIVE	RESOLVE	DEFENCE	BASE MOD FINAL
○	○	○	
INITIATIVE	RESOLVE	DEFENCE	

## SOAK

	KINETIC	○
	ELEMENTAL	○
	BIOLOGICAL	○
	ARCANE	○

HP MODIFIER

MAX

○

HEALTH POOL

CURRENT

○

SKILL PENALTY WHEN BELOW FULL HEALTH **-5**

## PASSIVE ABILITIES

NAME	DESCRIPTION
○	○
○	○

unlocks at Rank 2

unlocks at Rank 4

## SKILLS

SKILL	FOCUS	TRAIT
○	d d d d d	○
○	d d d d d	○
○	d d d d d	○
○	d d d d d	○

## ACTIVE ABILITIES

NAME	DESCRIPTION
○	○
○	○
○	○
○	○

unlocks at Rank 3

unlocks at Rank 4

## COMBAT

	Melee or Ranged	Range	Damage	Description
Primary Attack		m		
Secondary Attack		m		

unlocks at Rank 4

Modifications, appearance, personality, other notes

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

IMAGE

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