Name:	Player:
Skin:	Hair:
Eyes:	Age:
Height:	Weight:
Sex:	Pref:

Resources

Cash	$500
Materials	
Credit	
Karma	

Experience

XP Initial	500
XP Acquired	0
XP Spent	

Stats	Str	Def	Agi	Acc	Int	Per	Notes
Base	6	6	6	6	6	6	12 start
Race							Race
Disp							Disposition
Levels							level bonus
Misc							other bonus
Total							
Dice	d	d	d	d	d	d	

Skill	Ranks	Crit	Bonus
Gym		N	
Mar		N	
Sci		N	
Mag		N	
His		N	
Mus		N	
Hom		N	
Art		N	
Mat		N	
Lan		N	
Unspent			

HP	MP	Threat Level
Trauma Threshold Def+TL/2ceil	Movement Speed 5 ft	Initiative dAcc+Spd
P Block 1+Def/2	P Dodge 1+Agi/2	P parry 1+Acc/2
Def Oppose xdDef	Agi Oppose xdAgi	Per Oppose xdPer
Intimidate Distract 1dPer-4	Infuriate Distract 1dPer-4	Infatuate Distract 1dPer-4
Intimidate Oppose 1dInt	Infuriate Oppose 1dInt	Infatuate Oppose 1dInt
Soak ArmdDef	Size Medium	Chi

Experience Levels

Race	Level	HP	MP	Skill	Facet	Stat	Specials
Subtotal							XP:

Facet	Level	HP	MP	Specialty	Subjects	Specials
Subtotal						XP:

Advantages	**Disadvantages**

Clothing	Coverage	Make	Armor	Skill	Speed	Special	Value
Student Uniform	STAL	Tailor	2	Special	0	Inherent: UL Student Access Benefits: Qualities: Access: Student UL	0

Weapons	Type	Hands	Skill	Stance	Damage	Speed	Range	Special	Value
Fist	Punchy	1	Gym/Mar	F/S/P	1dStr	+2	5	Qualities: Benefits:	

Shields	Hands	Skill	Stance	Soak	Special	Value
					Qualities: Benefits:	

Inventory

Item	Qty/MP	Function	Value	Location
				On Person
				Locker
				Dorm Room

Spells (Facet:) (Restrictions:)

Spell	Element	MP	Cost	Diff	Oppose	Range	Target	Damage	Duration	Boost/Special

Description

Back Story