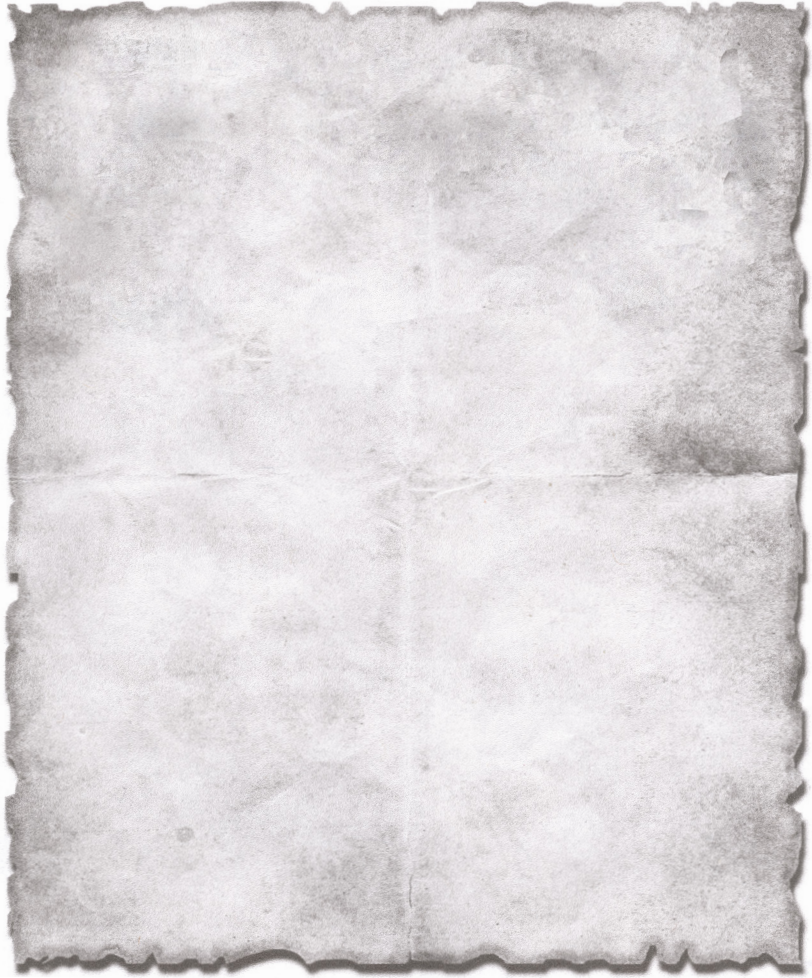


Heart of Darkness

NAME _____	ETHOS _____
FOLK _____	GENDER _____
HOMELAND _____	RELIGION _____
AGE _____	HANDEDNESS _____
HEIGHT _____	WEIGHT _____
BODY BUILD _____	SKIN TONE _____
EYE COLOR _____	HAIR COLOR _____

— † Attributes † —

Agility	<input type="text"/>
Charisma	<input type="text"/>
Dexterity	<input type="text"/>
Endurance	<input type="text"/>
Intelligence	<input type="text"/>
Perception	<input type="text"/>
Strength	<input type="text"/>
Willpower	<input type="text"/>



— † Aspects † —

Animus	<input type="text"/>
Chakras	<input type="text"/>
Concentration	<input type="text"/>
Destiny	<input type="text"/>
Dodge	<input type="text"/>
Encumbrance	<input type="text"/>
Initiative	<input type="text"/>
Mana	<input type="text"/>
Might	<input type="text"/>
Resilience	<input type="text"/>
Size Rating	<input type="text"/>
Speed	<input type="text"/>
Tenacity	<input type="text"/>
Vitality	<input type="text"/>

— † Skills † —

<input type="checkbox"/> Academics	<input type="text"/>
<input type="checkbox"/> Acrobatics	<input type="text"/>
<input type="checkbox"/> Alertness	<input type="text"/>
<input type="checkbox"/> Art	<input type="text"/>
<input type="checkbox"/> Athletics	<input type="text"/>
<input type="checkbox"/> Business	<input type="text"/>
<input type="checkbox"/> Domestics	<input type="text"/>
<input type="checkbox"/> Expression	<input type="text"/>
<input type="checkbox"/> Fortitude	<input type="text"/>
<input type="checkbox"/> Gaming	<input type="text"/>
<input type="checkbox"/> Insight	<input type="text"/>
<input type="checkbox"/> Larceny	<input type="text"/>
<input type="checkbox"/> Leadership	<input type="text"/>
<input type="checkbox"/> Marksmanship	<input type="text"/>
<input type="checkbox"/> Medical	<input type="text"/>
<input type="checkbox"/> Melee	<input type="text"/>
<input type="checkbox"/> Metalworking	<input type="text"/>
<input type="checkbox"/> Performance	<input type="text"/>
<input type="checkbox"/> Reason	<input type="text"/>
<input type="checkbox"/> Resolve	<input type="text"/>
<input type="checkbox"/> Riding	<input type="text"/>
<input type="checkbox"/> Science	<input type="text"/>
<input type="checkbox"/> Social	<input type="text"/>
<input type="checkbox"/> Stealth	<input type="text"/>
<input type="checkbox"/> Stoneworking	<input type="text"/>
<input type="checkbox"/> Survival	<input type="text"/>
<input type="checkbox"/> Technology	<input type="text"/>
<input type="checkbox"/> Unarmed	<input type="text"/>
<input type="checkbox"/> Woodworking	<input type="text"/>

† INJURIES †

WOUNDS	TREATED	SECONDARY EFFECTS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

TOTAL DAMAGE _____ CHARACTER POINTS _____

† TRAITS †

MERITS

FLAWS

† OCCULT SKILLS †

- ABJURATION
- CHARM
- CHROMANCY
- CONJURATION
- DIVINATION
- EVOCATION
- ILLUSION
- MYSTICISM
- NECROMANCY
- PRIMALISM
- RESTORATION
- TECHNOMANCY
- THAUMATURGY
- TRANSMUTATION
- WYRD

QUIRKS

WEAPON	ACCURACY	DAMAGE	PENETRATION	RANGE	QUALITY	WEIGHT	MATERIAL	PROPERTIES

ARMOR	RESILIENCE	HIGH	LOW	PENALTY	QUALITY	WEIGHT	MATERIAL	PROPERTIES

† EQUIPMENT †

CARRIED

BAGGAGE

STASHED

AMMUNITION

PROVISIONS

ATTUNEMENTS

WEALTH

OBJECTIVES

DEBT

--	--	--