

Character Index

Name _____ Stock _____ Age _____

Alias _____ Homeland _____ Features _____

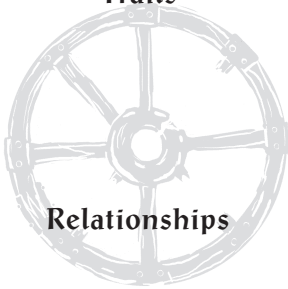
Beliefs _____ **Instincts** _____

F: ○ | P: ○ | D: ○ | F: ○ | P: ○ | D: ○

F: ○ | P: ○ | D: ○ | F: ○ | P: ○ | D: ○

F: ○ | P: ○ | D: ○ | F: ○ | P: ○ | D: ○

Traits



Relationships

History, Circles, Reputation, Affiliations

Lifepaths _____ **Circles** *Let it Ride Successes*

tests for advancement
 Routine: ○○○○
 Difficult: ○○○○
 Challenge: ○○○●

Primary Reputation _____ Primary Affiliation _____

Secondary Reputation _____ Secondary Affiliation _____

Resources _____ *Let it Ride Successes*

tests for advancement
 Routine: ○○○○
 Difficult: ○○○○
 Challenge: ○○○●

Source of Income/Wealth _____
 Cache/Loans _____
 Debt _____

Stats

Will *Let it Ride Successes*

tests for advancement
 Difficult: ○○○○
 Challenge: ○○○●

Perception

Difficult: ○○○○
 Challenge: ○○○●

Power

Difficult: ○○○○
 Challenge: ○○○●

Forte

Difficult: ○○○○
 Challenge: ○○○●

Agility

Difficult: ○○○○
 Challenge: ○○○●

Speed

Difficult: ○○○○
 Challenge: ○○○●

Speed Multiplier: _____

Attributes

Health *Let it Ride Successes*

tests for advancement
 Routine: ○○○○
 Difficult: ○○○○
 Challenge: ○○○●

Steel

Routine: ○○○○
 Difficult: ○○○○
 Challenge: ○○○●

Hesitation _____
 (Hesitation = 10 - Will exp)

Routine: ○○○○
 Difficult: ○○○○
 Challenge: ○○○●

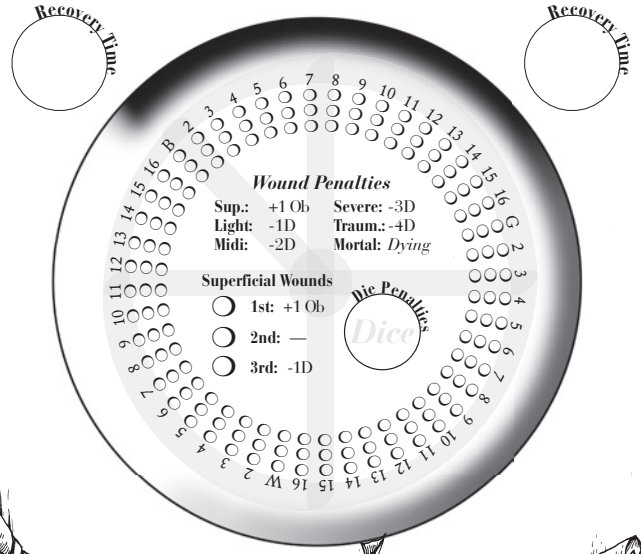
Reflexes

Average of Per, Agl, Spd
 Ref advances as the stats do.

Mortal Wound

Average of Power and Forte (plus 6).
 MW advances as the stats do.

Physical Tolerances Wheel



Skills

Skill Name	Shade/Exponent	Experience for Advancement needed	Tests	LIR successes
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○

Skills

Skill Name	Shade/Exponent	Experience for Advancement needed	Tests	LIR successes
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○
_____	<input type="checkbox"/>	Routine: ○○○○ Difficult: ○○○○ Challenge: ○○○●	○	○

