



Name: \_\_\_\_\_

Personality: \_\_\_\_\_

Looks: \_\_\_\_\_

Height, Weight, Age: \_\_\_\_\_

**Fate Equilibrium**

**Aspects**

□ □ □ □ □ □ □

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**Stunts / Effects**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Weapons & Armor**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Items**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Notes**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Wounds**

0: Scratched

1-2: Clipped (-1 to next Action)

□ □

3-4: Hurt (-1 until treated/1 week)

□

□

5-6: Injured (-2 until treated/1 month)

□

□

7: Taken Out (x)

**Sanity**

Sane

□ □ □ □ □ □ □ □ □ □ □

Disturbed (-1)

□ □ □ □ □ □ □ □

Unhinged (-2)

□ □ □ □ □ □

Insane (x)

**Skills**

**Features**

+6									+1
+5									+2
+4									+3
+3									+4
+2									+5
+1									

Player: \_\_\_\_\_