

Character Sheet

Character Name:			
Character Class:	Primary Fighting Method:		
Primal Attribute	Body:	Mind:	Spirit:
Move Rate			
Equipment Slots			
Extraction Efficiency			
Resolve			
Relic Charge/Satchel Capacity			
Action Die Pool			
Two Dice Bonus			
General Ability			
Class Skill			
Connections			
Favors			

Weapons and Equipment					
Weapon	Heft	Uses/Turn	Range	Rate of Fire	Damage
Equipment Slots					