

### Personal Information

Name \_\_\_\_\_

Callsign \_\_\_\_\_

Allegiance \_\_\_\_\_

Occupation \_\_\_\_\_

Virtue \_\_\_\_\_

Flaw \_\_\_\_\_

Race \_\_\_\_\_

Player \_\_\_\_\_

### Drama Points

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

### Agility

Agility Feat \_\_\_\_\_ shifted \_\_\_\_\_

Athletics \_\_\_\_\_

Armed Fighting \_\_\_\_\_

Criminal \_\_\_\_\_

Dodge \_\_\_\_\_

Fighting \_\_\_\_\_

Pilot \_\_\_\_\_

Stealth \_\_\_\_\_

Thrown Weapons \_\_\_\_\_

### Intellect

Intellect Feat \_\_\_\_\_ shifted \_\_\_\_\_

\*Arcanotechnician \_\_\_\_\_

\*Arcanotech Engineering \_\_\_\_\_

\*Armorer \_\_\_\_\_

Bureaucracy \_\_\_\_\_

Business \_\_\_\_\_

\*Communications \_\_\_\_\_

\*Computers \_\_\_\_\_

Culture \_\_\_\_\_

\*Demolitions \_\_\_\_\_

Education \_\_\_\_\_

R\*Engineering \_\_\_\_\_

History \_\_\_\_\_

\*Larceny \_\_\_\_\_

Law Enforcement \_\_\_\_\_

Literacy \_\_\_\_\_

R\*Medicine \_\_\_\_\_

\*Munitions \_\_\_\_\_

Occult \_\_\_\_\_

R\*Parapsychology \_\_\_\_\_

Regional Know. \_\_\_\_\_

Research \_\_\_\_\_

Savoir-Faire \_\_\_\_\_

R\*Sciences (Earth) \_\_\_\_\_

R\*Sciences (Life) \_\_\_\_\_

### Intellect cont.

R\*Sciences (Physical) \_\_\_\_\_

\*Security \_\_\_\_\_

Streetwise \_\_\_\_\_

Surveillance \_\_\_\_\_

\*Technician \_\_\_\_\_

### Perception

Perception Feat \_\_\_\_\_ shifted \_\_\_\_\_

\*Appraisal \_\_\_\_\_

Artist \_\_\_\_\_

Observation \_\_\_\_\_

Marksman \_\_\_\_\_

Support Weapons \_\_\_\_\_

### Presence

Presence Feat \_\_\_\_\_ shifted \_\_\_\_\_

Intimidate \_\_\_\_\_

Misdirect \_\_\_\_\_

Performance \_\_\_\_\_

Persuade \_\_\_\_\_

Seduction \_\_\_\_\_

### Strength

Strength Feat \_\_\_\_\_ shifted \_\_\_\_\_

Survival \_\_\_\_\_

### Tenacity

Tenacity Feat \_\_\_\_\_ shifted \_\_\_\_\_

### Secondary Attributes

REFLEX	ACTIONS	ORGONE
Tager bonus	Tager bonus	Familiar bonus
Tager Total	Tager Total	Total

### Movement

Travel	Sprint	Cautious
MPH	YPT	YPT

### WEAPON

Damage	Shots	Rounds	Range
			short mid long

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### ARMOR

### SHIELDS

### VITALITY

Tager Vitality \_\_\_\_\_

### Flesh Wound

No Effect

### Light Wound

-1 Test Penalty

### Moderate Wound

-3 Test penalty 1/2 Armor  
1/2 Movement 2 Actions Max

### Serious Wound

-6 Test penalty Armor Gone  
Crawl 1 Action Max

### On Death's Door

Unconscious & Dying

Assets	Drawbacks

Difficulty & Modifiers		
<b>Contest Difficulties</b>		
Degree	Difficulty	Standard
Easy	7-9	8
Average	10-14	12
Challenging	15-19	16
Hard	20-25	22
Incredibly Hard	26-31	28
Legendary	32+	34
<b>Contest Modifiers</b>		
Advantage	Modifier	
Slight	+1	
Reasonable	+2	
Considerable	+4	
Outrageous	+8	

TAGERS	
Agility Bonus Total Agility	Manifestation Fear Factor
Perception Bonus Total Perception	<b>LIMIT WEAPON</b>
Strength Bonus Total Strength	
Tenacity Bonus Total Tenacity	<b>Special Abilities</b>
REGEN	
ARMOR	
MOVEMENT	Travel  MPH Sprint  YPT Cautious  YPT

INSANITY	
0	Penalty/Points Disorders
0-1	
0	
2-3	
-1	
4-5	
-2	
6-7	
-4	
8-9	
!	

Secondary Info	
Specializations	
Language:	
Language:	
Language:	
Language:	
Language:	
Language:	
Hobby:	
Trivia:	

GEAR	
Carried	Owned

XP Total 
 XP Banked 
 XP Spent