

ABILITIES, TRAITS, POWERS AND RITUALS

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| Name Effect | Type | <input type="radio"/> N <input type="radio"/> A <input type="radio"/> M |
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ACCURATE

CUNNING

DISCREET

PERSUASIVE

QUICK

RESOLUTE

STRONG

VIGILANT

Toughness

Treshold

Max Toughness

Temp Corruption

Threshold

Perm Corruption

PROTECTION

DEFENSE



Armor



Quality

NAME: _____

OCCUPATION: _____

RACE: _____

SHADOW: _____

OBJECTIVE: _____

GROUP OBJECTIVE: _____

| WEAPON | DAMAGE | QUALITY | ATTRIBUTE |
|--------|--------|---------|-----------|
| | | | |
| | | | |
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EQUIPMENT

