

TALES

NAME
 GENDER AGE
 HEIGHT WEIGHT
 HAIR EYES
 CLOTHING STYLE

 LEFT OR RIGHT HANDED
 NOTEABLE FEATURES

 SIGNIFICANT OBJECT

AMBITIONS

 LOYALTIES

 COMMITMENTS

 EXPERIENCE
 EARNED SPENT RESERVE

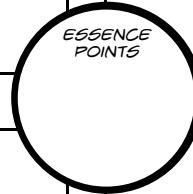
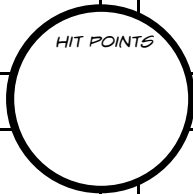
PICTURE

PHYSICAL SKILLS

PHYSICAL

SOCIAL

SOCIAL SKILLS



MENTAL SKILLS

MENTAL

SPIRITUAL

SPIRITUAL SKILLS

CONNECTIONS

ADVANTAGES AND DISADVANTAGES

EQUIPMENT AND NOTES

	INITIATIVE	WEAPON/ MANOEUVRE	DAMAGE				NOTES
			Unharmd Attribute + Skill	Light Attribute + Half Skill	Medium Half Attribute + Half Skill	Critical Half Attribute + 1 for Skill	
MOVEMENT							
ACTIONS							
DEFENCE							
PROTECTION							

Basic System: Static Tests: Attribute + Skill + d6, compared to difficulty from 3 (easy) to 18 (virtually impossible). 1 = Automatic fail, 6 = Automatic success if an essence point is spent.
Dynamic Tests: Attribute + Skill + d6, compared to difficulty + d6. 6s and 1s as for a Static Test: if both roll a 1 or both roll a 6, compare traits normally.
Opposed Tests: Attribute + Skill + d6, rolled by both sides. Highest roll wins. Other conditions apply as for Static and Dynamic tests.
 If one side rolls a 6 while the other rolls a 1, automatic success without needing to spend an essence point.
Character Generation: 10 pts for Attributes, 20 pts for Skills, 30 pts for traits and templates.
Experience: Increase an Attribute (New Level + 5) XP, Increase a Skill or Connection (New level + 1) XP, New Skill or Connection 2 XP, New Advantage 2 XP per advantage level, New Disadvantage 2 XP bonus per disadvantage level.