

Player Name _____



Cracked Monocle

Tephra



Character Name _____

Race _____ Nationality _____

Religion _____ Age _____ Height _____ Weight _____

Weapon

_____ Description _____

Size _____ Type _____ Reach _____

AP to Use _____ AP to Ready _____

Accuracy _____ Strike _____

Damage Class _____

Notes/Augments: _____

Weapon

_____ Description _____

Size _____ Type _____ Reach _____

AP to Use _____ AP to Ready _____

Accuracy _____ Strike _____

Damage Class _____

Notes/Augments: _____

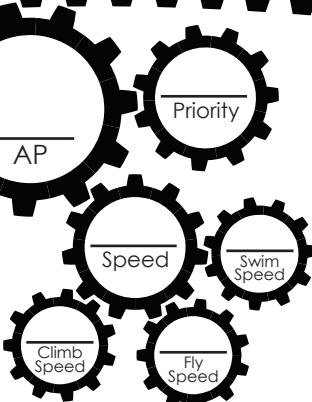
Tiers

1-9 **1**

10-19 **2**

20-29 **3**

30+ **4**



Armor

_____ Description _____

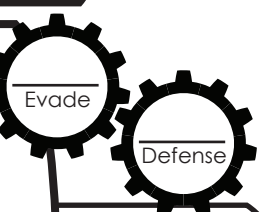
Size _____ Soak Class _____

Evade Penalty _____

Speed Penalty _____

Climb/Swim Penalty _____

Notes/Augments: _____



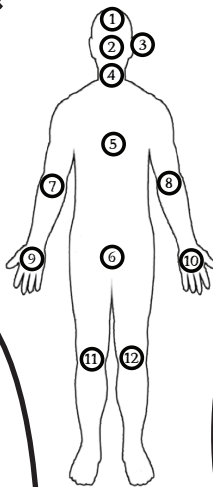
Deflection

Item _____

Evade Bonus _____

vs Ranged vs Melee

1 AP to Activate



Hit Points

Max HP

Max Wounds

Wounds

Wound Effects: _____

Fatal Effects: _____

Status Effects: _____

Alchemy _____ Bio-Flux _____
Armsmith _____ Engineer _____
Automata _____ Gadgetry _____

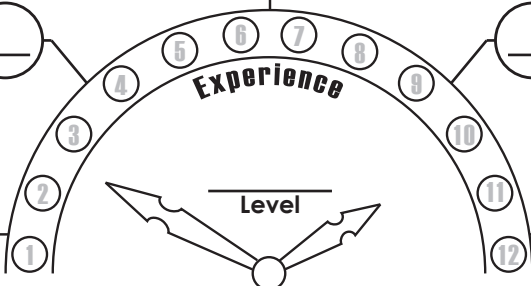
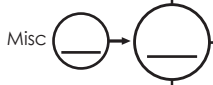
Science

Espionage _____
Expertise _____
Showmanship _____
Tactical _____

Cunning

Brawl _____
Frenzy _____
Overpower _____
Resilience _____

Brute



_____ Ace
_____ Agility
_____ Marksmanship
_____ Swashbuckling

Dexterity

_____ Faith
_____ Grace
_____ Luck
_____ Shamanism

Spirit

Character Name _____

Specialties

		Accuracy	Evade	Strike	Defense	Priority	Speed	Augments	DIY	Wounds	Hit Points
	Totals	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Misc	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lvl											
1											
1											
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

Stories: _____

Racial Traits: _____

Money on-hand

Money in bank

Gear

Augments

Notes