



CHARACTER SHEET

Player Name: Trish

Character Name Alberta West		Home Cosm Orrorsh	
Age 17	Shock Damage K O		
Height 5" 2"	Wound Level	Wound >>	Heavy Wound >>>
Weight 115 lbs	Mortal Wound >>>		Dead

Possibilities
8



Skill	Adds	Attribute	Value
Reality	3	Spirit	12
Running	1	Dexterity	13
Charm	4	Charisma	15
Direction sense	2	Perception	11
Disguise	1	Perception	10
Evidence analysis	3	Perception	12
Find	1	Perception	10
Hypnotism	2	Mind	11
Intimidation	1	Spirit	10
Melee weapons	4	Dexterity	16
missile weapons	2	Dexterity	14
Occult	1	Mind	10
Persuasion	3	Charisma	14
Research	3	Perception	12
Streetwise	1	Charisma	12
Tracking	3	Perception	12
True sight	3	Spirit	12
Unarmed combat	5	Dexterity	17
Willpower	1	Mind	10
Shapeshifting	3	Spirit	12
Corruption	1	Spirit	10

Attributes		Approved Actions	
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Dexterity	12	Maneuver	12
Strength	8		
Toughness	8		
Perception	9	Trick	9
Mind	9	Test of Wills	9
Charisma	11	Taunt	11
Spirit	9	Intimidate	9

Limit Values		Movement Rates	
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Running	10	100 m/rnd	
Swimming	6	15 m/rnd	
Long jumping	3	4 meters	
Climbing	2	2.5 m/rnd	
Lifting	8	40 kg	

Magic	Social	Spiritual	Tech
15	20	17	19

World Laws

- 1 Power of Fear
- 2 Power of Corruption
- 3 Law of Eternal Corruption

Last Updated Date: 4-27-9

Equipment	Value	Axiom Level	S	M	L
Light Crossbow	15dmg	10	3 to 10	100	200
Bible					
Cross					
Silver Cross Necklace					
Stakes					
Saber	5+ Str				

Bonus Chart

Die		3	5	7	9	11	13							21	26	31	36	41	46	51		
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	55	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	+1