

Shadowlight: Myth of Truth

Blank Character Sheet

Player's Name _____
 Character's Name _____
 Character Concept _____
 Personae Stage _____

Attributes

Priority: 1 2 3 H C Competence (Cmp)	Priority: 1 2 3 H C Cunning (Cng)	Priority: 1 2 3 H P Power (Pow)
Priority: 1 2 3 H P Prowess (Prw)	Priority: 1 2 3 H K Knowledge (Kno)	Priority: 1 2 3 H S Stature (Sta)

Health

- (Unconscious)
- Injured (-1 die)
- Wounded (-2 dice)
- Incapacitated (-3 dice)
- Dying

Keep a tally of the hits you sustain. When you've sustained (1 + Sta) hits, mark the box next to Injured. For each additional hit you sustain above this amount, mark the box next to Wounded, then Incapacitated, then Dying, in succession. (You fall unconscious upon reaching Incapacitated.)

_____ Creation Points

_____ Sum of Attributes

_____ Potential

_____ Development Points

Max = _____ = CmpV

Skills

Prowess Pool: _____ Total _____ Assigned _____

Block: Avoid an attack by interposing something between it and yourself. (Default - Stature)	_____	_____
	# dice	add
Dodge: Avoid an attack by moving yourself out of its way. (Default - Cunning)	_____	_____
	# dice	add
Resist: Avoid effects that do you harm, such as Powers, poison, or nature. (Default - Power)	_____	_____
	# dice	add
Skill:	_____	_____
	# dice	add
Skill:	_____	_____
	# dice	add
Skill:	_____	_____
	# dice	add
Skill:	_____	_____
	# dice	add

Skill Cap: _____ dice (Potential + 2)

Special Abilities

Special Ability:

SA Identifier (C | Q | R | X) _____
Upgrades

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