Companion Character

Name: _____ Age: _____

Player: _____ Year Born: _____

Covenant: _____ Current Year: _____

Saga: _____ Decrepitude: _____

Gender: _____ Confidence: _____

Size: _____ Current Cnf.: _____

Characteristics

Intelligence	[ ]	
Perception	[ ]	
Strength	[ ]	
Stamina	[ ]	
Presence	[ ]	
Communication	[ ]	
Dexterity	[ ]	
Quickness	[ ]	

Specialty

Personality Traits

Reputation

	[ ]	
	[ ]	
	[ ]	

Target area

Virtues & Flaws

Abilities

	Sce	Exp
[ ]		
[ ]		
[ ]		

Equipment

Item	Load	Item	Load

Total Load [ ] + Str [ ] = [ ] Encumbrance

Note that load values are negative.

Combat

Weapon	Init	Atk	Def	Dam	Rng	Spc	Str
Brawl							

Initiative = Quick + Weapon Speed + Skill + Enc
Soak = Protection + Stm + Size
Attack = (Dex or Per) + Attack Bonus + Skill
Damage = (Str or Siz) + Damage Bonus + Skill
Fatigue = Stm - Enc
Defense = Quick + Skill + Parry Bonus - Size

Armour

Type _____

Protection [ ] Load [ ]

Body Levels			Fatigue Levels		
Soak Total [ ]			[ ] Fatigue Total		
Unhurt					Fresh
Hurt		0	0		Winded
Light Wounds		-1	-1		Weary
Medium Wounds		-3	-3		Tired
Heavy Wounds		-5	-5		Dazed
Incapacitated					Unconscious

Notes