

THE SHADOW OF YESTERDAY

Character

Name _____

Species _____

Culture _____

Advances _____

Experience Points _____

Pools

Vigor

Instinct

Reason

Harm

	Vigor	Instinct	Reason	
<input type="radio"/> 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Bruised 1 die to next action
<input type="radio"/> 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="radio"/> 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="radio"/> 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Bloodied 1 die to pool
<input type="radio"/> 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="radio"/> 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
				Broken

Abilities

Innate

Endure (V)

React (I)

Resist (R)

Artistic

Freeload (I)

Create (I)

Story-tell (R)

Music (I)

Craftsman

Haggling (I)

Fine Crafts (R)

Rough Crafts (V)

Complex Crafts (R)

Warrior

First Aid (R)

Scrapping (V)

Sense Danger (I)

Battle (R)

Illicit

Stealth (I)

Theft (I)

Deceit (R)

Streetwise (R)

Outdoor

Athletics (V)

Aim (V)

Woodcraft (R)

Animal Ken (I)

Priestly

Pray (V)

Counsel (R)

Discern Truth (I)

Orate (R)

Social

Sway (I)

Savoir-Faire (I)

Etiquette (R)

Dueling (V)

Cultural

Secrets

- _____
- _____
- _____
- _____
- _____
- _____
- _____

Keys

- _____
- _____
- _____
- _____
- _____
- _____
- _____