BLOOD DAWN

ADVANCED CHARACTER RECORD SHEET

Player Name

VITAL STATISTICS

STR		Damage Bonus		Skill Bonus	
MAN DEX		Skill Bonus			
I.Q.		Power Points		Skill Bonus	
AGL		Initiative Modifier		Skill Bonus	
CON		SS	DD	BP	SR
GUTS					
INT		Mental/Skill			
CHA					

Character Name

Race

Body Points		Movement Sprint/Hour/Day

Sighting	Hearing	Smell

Hand to Hand Stats

	# of Attacks	Dam/Attack
Druid	2 punches	1pt temp.
Humans	2 punches	1pt temp.
Ghouls	2 punches	d4pts real
Giants	2 punches	1pt real

# of Attacks

Damage per Attack

Prestige

Cabal Name

SKILLS

Primary Occupation

☐ =Advancement Type

Skill Name	Level	Success Marks	Points Pool	Skill Bonus	Skill Name	Level	Success Marks	Points Pool	Skill Bonus
					Luck				
Skill Name	**Level**	**Success Marks**	**Points Pool**	**Skill Bonus**	**Skill Name**	**Level**	**Success Marks**	**Points Pool**	**Skill Bonus**

CHARACTER TRAITS

Survival Rolls	Chem/Bio	Radiation	Mental	Electrical/Fire	Cold

Special Abilities, Quirks	Mutations, Distinguishing Marks	Wounds,etc.

Total BP

Total Initiative Modifier

ARMOR

Helmet
Left Arm
Chest
Right Arm
Abdomen
Left Leg
Right Leg

Integrity

Helmet
Left Arm
Chest
Right Arm
Abdomen
Left Leg
Right Leg

Continuous Absorption

Helmet
Left Arm
Chest
Right Arm
Abdomen
Left Leg
Right Leg

Enigma Absorption

Armor Notes

Armor Type		Threshold	**Helmet Type**		Threshold

WEAPONS

Ranged Weapons	IM*	1	2	3	4	5	6	7	8	Bonus	SS	ROF	RL	Q	Damage

Hand Weapons	IM	1	2	Bonus	P	Disarm	SS	ROF	Q	Damage	Notes
Hand to Hand Combat											

Favorite Ranged Weapon

*** Applies only to Bows, Crossbows and Thrown Weapons**

Favorite Hand Weapon

SPELLS

Witch Type / Energy State

Total Power Points

Spell	Energy State	Success Marks	Points Pool	Total Points	Spell	Energy State	Success Marks	Points Pool	Total Points
		●●●●●					●●●●●		
		●●●●●					●●●●●		
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		●●●●●					●●●●●		

EQUIPMENT

Ammo/Explosives

T.V.

Notes, Character History, Contacts, etc.

Languages

Adventure Record Page

BLOOD DAWN

Character Name

Power Points Available | **Experience Awarded (# of Success Marks)**

Notes, Marching Order, Rumors, etc.

TV

Helmet
Left Arm | Chest | Right Arm
Abdomen
Left Leg | Right Leg

Integrity

Helmet
Left Arm | Chest | Right Arm
Abdomen
Left Leg | Right Leg

Continuous Absorption

Helmet
Left Arm | Chest | Right Arm
Abdomen
Left Leg | Right Leg

Enigma Absorption

Armor Type

Threshold

Helmet Type

Threshold

ARMOR

Armor Notes

Weapon In Hand

AMMO COUNT

Weapon 1	Weapon 2	Grenade/Explosive Type	Damage
Q: Mag#	Q: Mag#		
Check Off Ammo Below	Check Off Ammo Below		

HEALTH STATS

Current Body Points

-BP/Min

-Con

-Agility

-MD

-Char

-SS

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