Wandering's Call

Character Sheet

Character Name		Player	

Awakening	

SOUL POWER start 3

Max	○○○○○	○○○○○	○○○○○
Curr.	○○○○○	○○○○○	○○○○○

CORE	Score start 1		Tmp
Brawn	●○○○○	○○○○○	
Fitness	●○○○○	○○○○○	
Awareness	●○○○○	○○○○○	
Knowledge	●○○○○	○○○○○	
Wisdom	●○○○○	○○○○○	
Social	●○○○○	○○○○○	

SPECIALITY	Score
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Description & Details

DECAY

☐ ☐ -1 ☐ -2 ☐ -4 ☐ Lost

Skill Check / Attack / Defend
Roll same number of dice as pips in a Core, +1 dice for a relevant speciality. Every pip in a speciality adds an auto-success to rolls using that speciality.

Manifestation Reminders
Internal/Projection.
Type: Augment, Attack, Save.
Soul Power Amount.
Effect.

Each Soul Power adds one of these: an effect, +3 dice, +3 successes to save, +2 damage, -2 damage reduction, changes range, targets, radius or duration.

Inventory / Notes

Needs

Wants

Hopes

Fears & Hates

Flaws

Manifestations

Backstory

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