

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

Inventory / Notes

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.

Character Name		Player Name	
----------------	--	-------------	--

Needs
Wants
Hopes
Fears & Hates
Flaws

Manifestations

Backstory
