



Motivation

Intimacies

Essence  Physical  Social  Mental

Motes 

Essence x10

Dodge DV  $(\text{Phys} + \text{Ess}) / 2$  Dodge MDV  $(\text{Soc} + \text{Ess}) / 2$  Parry MDV  $(\text{Social}) / 2$

Weapon	Accuracy	Damage	Defense	Rate	Range	Tags
<input type="text"/>	<input type="text"/> + Phys	<input type="text"/> + Ess <input type="text"/> Type	<input type="text"/> + Phys	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/> + Phys	<input type="text"/> + Ess <input type="text"/> Type	<input type="text"/> + Phys	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/> + Phys	<input type="text"/> + Ess <input type="text"/> Type	<input type="text"/> + Phys	<input type="text"/>	<input type="text"/>	<input type="text"/>

Willpower  5  
Pool

Soak	Bashing	Lethal	Agg.
	+ Ess	+ Ess	
Armor	+ Ess	+ Ess	
Pierced	+ Ess	+ Ess	
Hardness	Bashing	Lethal/Agg.	
Armor			

Health Levels
-0 <input type="text"/>
-1 <input type="text"/>
-2 <input type="text"/>
-4 <input type="text"/>
-X <input type="text"/> Dying <input type="text"/>

Character Sheet by Martin „Democritus“ Nerurkar for use with Aaron „Epsilon“ Peori's abbreviated NPC System

Charms



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Intimacies

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Motes 

Essence x10

Dodge DV  $(\text{Phys} + \text{Ess}) / 2$  Dodge MDV  $(\text{Soc} + \text{Ess}) / 2$  Parry MDV  $(\text{Social}) / 2$

Weapon	Accuracy	Damage	Defense	Rate	Range	Tags
<input type="text"/>	<input type="text"/> + Phys	<input type="text"/> + Ess <input type="text"/> Type	<input type="text"/> + Phys	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/> + Phys	<input type="text"/> + Ess <input type="text"/> Type	<input type="text"/> + Phys	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/> + Phys	<input type="text"/> + Ess <input type="text"/> Type	<input type="text"/> + Phys	<input type="text"/>	<input type="text"/>	<input type="text"/>

Willpower  5  
Pool

Soak	Bashing		Lethal		Agg.
<div></div>	<div></div>	<div>+ Ess</div>	<div></div>	<div>+ Ess</div>	<div></div>
Armor	<div></div>	<div>+ Ess</div>	<div></div>	<div>+ Ess</div>	<div></div>
Pierced	<div></div>	<div>+ Ess</div>	<div></div>	<div>+ Ess</div>	<div></div>
Hardness	Bashing		Lethal/Agg.		
Armor	<div></div>		<div></div>		

Health Levels
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Charms