

# Solar System Character Sheet

## Character

Name:
Concept:
Clan:
Key of Humanity( ): 1 xp: Be tempted of crime 3 xp: Harmed for preserving humanity Buyoff: Crime with no remorse
Keys:  _____
_____
_____
_____

## Pools

<b>Vigor</b>	Max:	Current:
<b>Instinct</b>	Max:	Current:
<b>Reason</b>	Max:	Current:

## Harm

Level	Type	Effect
1. <input type="checkbox"/>	_____	<i>Bruised</i> 1 penalty die to next action.
2. <input type="checkbox"/>	_____	Cumulative if bruised multiple times in the same round.
3. <input type="checkbox"/>	_____	
4. <input type="checkbox"/>	_____	<i>Wounded</i> 1 penalty die to all actions of harm type's pool. Max 1 per pool.
5. <input type="checkbox"/>	_____	
6. <input type="checkbox"/>	_____	<i>Broken</i> 1 penalty die and 1 pool cost to act.

## Level of Humanity

Crime	Humanity
Theft	6
Injuring person or livelihood	5
Accidental violation	4
Impassioned violation	3
Planned violation	2
Casual violation	1

## Progression

XP:	Advances left:	Advances spent:  <i>5 XP = 1 Advance</i>
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## Abilities

Name (Pool)	Rank
<i>Endure (V)</i>	
<i>React (I)</i>	
<i>Resist (R)</i>	
<i>Quell the Beast (R)</i>	

## Ability Ranks

3	Master
2	Expert
1	Competent
0	Mediocre

