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

Vigor	Max:	Current:
Instinct	Max:	Current:
Reason	Max:	Current:

Harm

Ι	Level	Type	Effect
1 2 3			Bruised 1 penalty die to next action. Cumulative if bruised multiple times in the same round.
4 5	i. 🗆		Wounded 1 penalty die to all actions of harm type's pool. Max 1 per pool.
6.	б . П		Broken 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:
		5 XP = 1 Advance

Ability Ranks

3	Master
2	Expert
1	Competent
0	Mediocre

Abilities

Name (Pool) Rank	
Endure (V)	
React (I)	
Resist (R)	
Quell the Beast (R)	

Secrets		Possessions		
	Adva	ncement costs		
	Benef	it	Cost	
	New a	bility at Mediocre	0	
	Medio	ocre ability to Competent	1	
	Comp	etent ability to Expert	2	
	Expert ability to Master		3	
	Add 1 for each	point to a single Pool full 10 points of Pool	1 +1	
		a new Secret	1	
	Add a	new Key	1	
Effects	Success Level			
	6	Ultimate		
	5	Legendary		
	4	Amazing		
	3	Great		
	2	Good		
	1	Marginal		
	0	Failure		