

DARK HARVEST

THE LEGACY OF FRANKENSTEIN



NAME:

CHILDHOOD:

PLAYER:

AGE/GENDER:

VOCATION:

SOCIAL CLASS:

BUILD:

PERSONALITY:

NATIONALITY:

HAIR/EYES:

SOCIAL ETHICS:

Characteristics

<input type="radio"/> STRENGTH	<input type="radio"/> PRESENCE
<input type="radio"/> DEXTERITY	<input type="radio"/> WITS
<input type="radio"/> FORTITUDE	<input type="radio"/> RESOLVE

Common Skills

ACT	(PRESENCE)	[]	FIREARMS	(DEXTERITY)	[]
ATHLETICS	(DEXTERITY)	[]	FISTICUFFS	(DEXTERITY)	[]
BLUNT WEAPONS	(DEXTERITY)	[]	GENERAL KNOWLEDGE (WITS)	[]	
BULL	(PRESENCE)	[]	HIDE & SNEAK	(DEXTERITY)	[]
CHARM	(PRESENCE)	[]	HORSE RIDING	(DEXTERITY)	[]
CONCEAL	(WITS)	[]	IMPROVISED WEAPON (DEXTERITY)	[]	
CONCENTRATION	(RESOLVE)	[]	INTIMIDATE	(PRESENCE)	[]
DANCE*	(DEXTERITY)	[]	MIGHT	(STRENGTH)	[]
DODGE	(DEXTERITY)	[]	PERCEPTION	(WITS)	[]
DRIVE CARRIAGE	(WITS)	[]	STREETWISE*	(PRESENCE)	[]
EMPATHY	(PRESENCE)	[]	SWORDPLAY	(DEXTERITY)	[]
ETIQUETTE*	(WITS)	[]	THROWING	(DEXTERITY)	[]

*SOCIAL CLASS MODIFIER USUALLY APPLIES

Derived Attributes

☐ **INITIATIVE** DEX + WITS + PER

☐ **MOVEMENT** 5 + DEX IN YDS/ROUND

SNEAK (5+DEX) /2 []

RUN (5+DEX) X3 []

SWIM (5+DEX) []

LEAP HORIZONTAL (1+DEX) []

JUMP VERTICAL (0.5 X H.LEAP) []

Specialties

.....	()	[]	()	[]
.....	()	[]	()	[]
.....	()	[]	()	[]
.....	()	[]	()	[]
.....	()	[]	()	[]
.....	()	[]	()	[]
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.....	()	[]	()	[]
.....	()	[]	()	[]
.....	()	[]	()	[]

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Health

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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