

# Essence & Energy

トキトケトノミツトキトケ

Character Name

Player Name

Lvl - 1 x Channeling  
Essence from Level

Lvl - 1 x Vitality  
Health from Level

Lucky Coins

Notoriety

Current/Natural Age

Elder / Death Age

S.P. = Skill Point

## Statistics

Total = S.P. + Roll + Misc.

Agility (Ag)	=	+	+
Channeling (Ch)	=	+	+
Fighting (Fi)	=	+	+
Guard (gu)	=	+	+
Mechanical (Ma)	=	+	+
Mental (Me)	=	+	+
Might (mi)	=	+	+
Persona (Pe)	=	+	+
Thievery (th)	=	+	+
Vitality (vi)	=	+	+

## Basic Skills

Total = S.P. + Stat + Misc.

Stat: <u>          </u> Acting	=	+	+
Stat: <u>          </u> Animal Empathy	=	+	+
Stat: <u>          </u> Athletics (G)	=	+	+
Stat: <u>          </u> Automation	=	+	+
Stat: <u>          </u> Barter	=	+	+
Stat: <u>          </u> Forgery	=	+	+
Stat: <u>          </u> Hide	=	+	+
Stat: <u>          </u> Influence	=	+	+
Stat: <u>          </u> Intimidate	=	+	+
Stat: <u>          </u> Intuition	=	+	+
Stat: <u>          </u> Perception (G)	=	+	+
Stat: <u>          </u> Pilot (G)	=	+	+
Stat: <u>          </u> Sleight of Hand	=	+	+
Stat: <u>          </u> Survival (G)	=	+	+

## Instincts

Total S.P. Stat Misc.

<input checked="" type="checkbox"/> Guts (Might)	=	+	+
<input checked="" type="checkbox"/> Psyche (Mental)	=	+	+
<input checked="" type="checkbox"/> Reaction (Agility)	=	+	+
<input checked="" type="checkbox"/> Stamina (Vitality)	=	+	+

Native:

## Languages

Secondary:

Wisdom

Reputation

Talents (to spend)

Talents (Total)

Level

Health

Absolute

Subspecies Multiplier

Maximum

Vi x Subspecies Multiplier

Mental Health

Absolute

Subspecies Multiplier

Maximum

Me x Subspecies Multiplier

Essence

Absolute

Bonus

Maximum

(Mental + Channeling ) x2

1 2 3 4 5

Daily Potions Consumed

More than 5 potions = Herbal Sickness

Potion Belt ☐

Bandolier ☐

1 2 3 4

Belt Pouch ☐

Belt Pouch ☐

Bandolier ☐

Belt Pouch ☐

Belt Pouch ☐

Easy Access Items

St. Points ☐ Drunk ☐ B.D. ☐ A.P. Dead

Conditions | Drinking | Wounds

St. Points: Stamina Points | B. Drunk: Blackout Drunk

Initiative = Reaction + Misc. | Grapple = Guts + Misc.

Movement

Initiative

Actions

Grapple

Actions | Combat

Armor/Weapon Name Ammo | Bursts

Acc./Prot. Dmg/DR Crit. R/R

Armor/Weapon Name Ammo | Bursts

Acc./Prot. Dmg/DR Crit. R/R

Armor/Weapon Name Ammo | Bursts

Acc./Prot. Dmg/DR Crit. R/R

Armor/Weapon Name Ammo | Bursts

Acc./Prot. Dmg/DR Crit. R/R

Armor/Weapon Name/Helmet Ammo | Bursts

Acc./Prot. Dmg/DR Crit. R/R

Remember quality grade for equipment. Acc./Prot. = Accuracy or Protection

Dmg/DR = Damage or Damage Reduction

R/R = Reach or Range | Crit. = Critical Range

Armor | Weapons

## Offensive Skills

Total S.P. Stat Misc.

Archery (Agility) = + +

Martial Arts (OAg|OFi) = + +

Off-Hand (Fighting) = + +

One-Handed (Fighting) = + +

Gun (Mechanical) = + +

Throwing (Agility) = + +

Two-Handed (Fighting) = + +

## Defensive Skills

Total S.P. Stat Misc.

Dodge (Guard) = + +

Heavy Armor (Guard) = + +

Light Armor (Guard) = + +

Shield (Guard) = + +

☒ Unarmored (Guard) = + +

Combat Skills

Current Potency Level

Addiction Limit

Vitality

Overdose Limit

Potency Level > Addiction Level = Addicted

Potency Level > (Addiction Limit x2) = Death

Addiction x2

Current Fatigue

Every 3 fatigue= 1 level of exhaustion

Exhaustion Level

-1 to all rolls per level of exhaustion

Exhaustion Limit

Exhaustion Level = Exhaustion Limit = Death

Vitality

Mental Health Damage Die

Based on Insanity Stage.

Marks of Insanity

Insanity Stage ☐ ☐ ☐

Insanity Check DR

Addiction | Fatigue | Insanity

1 Talent = +1 Basic Skill  
2 Talents = +1 Statistic or +1 Combat/Channeling Skills

Expertise skills get half the associated statistic +1 in the stat column. Untrained skills get half the associated skill -1 in the stat column.

Check Box for Expertise

Equipment | Treasures

Sayatsu - Copper

Samitsu - Silver

Gomitsu - gold

Quarts Orbs

Emerald Orbs

Ruby Orbs

Jet Orbs

Savings - Bank

Carry Capacity

Current Weight

Masteries | Special Abilities | Mutations | Disciplines | etc.

Traits

Character Trait Name

Penance

Perk

Flaw

Bonus

Character Trait Name

Penance

Perk

Flaw

Bonus

Character Trait Name

Penance

Perk

Flaw

Bonus

Character Trait Name

Penance

Perk

Flaw

Bonus

### Background

What culture are you from?

What is your hometown?

What kind of education do you have?

What was your previous occupation?

What was your previous social status?

What are your religious/spiritual beliefs?

What are your personal secrets?

### Childhood & Relationships

Who were your childhood friends?

What was your childhood pet, if you had one?

Were you popular as a child?

What secret is your family hiding, if they are hiding any?

Who are your parents?

What do (or did) your parents do as occupations?

Who are you siblings, if you have any?

### Favorites

What is your favorite color?

What is your favorite food and drink?

What is your favorite musical instrument (play or listen)

What is your favorite thing to do for pass time?

What is your favorite time of day?

### Misc.

What is your preferred method to travel? (airship, train, etc.)

What are your life goals or dreams?

What do you like to do for a night life?

### Psychological Category

Profile:

Stage 6 Statistics:

+1

-1

1.

☐

2.

☐

3.

☐

4.

☐

5.

☐

6.

☐

7.

☐

8.

☐

9.

☐

10.

☐

### Appearance

What is your subspecies?

What is your skin tone?

What color is your hair?

What color are your eyes?

How much do you weight?

How tall are you?

What is your body type? (Chubby, Muscular , Petite, etc.)

How do you carry yourself? (hunched over , chest out, etc.)

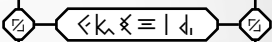
Imperfections (scars, birth mark, disfiguration, etc.)

What is your Back Story?

Physical Description (What do you look like?)

Channeling Skill	Total	S.P.	Stat	Misc.
Chrono	=	+	+	
Elemental (Air)	=	+	+	
Elemental (Earth)	=	+	+	
Elemental (Fire)	=	+	+	
Elemental (Frost)	=	+	+	
Elemental (Lightning)	=	+	+	
Elemental (Water)	=	+	+	
Force	=	+	+	
Gaia	=	+	+	
Necrosis	=	+	+	
Photonic	=	+	+	
Psionic	=	+	+	
Transmutation	=	+	+	

#### Channeling Skills (Magic Accuracy)



Spell Difficulty	Total	5+ Skill	Misc.
Chrono	=	5+	+
Elemental (Air)	=	5+	+
Elemental (Earth)	=	5+	+
Elemental (Fire)	=	5+	+
Elemental (Frost)	=	5+	+
Elemental (Lightning)	=	5+	+
Elemental (Water)	=	5+	+
Force	=	5+	+
Gaia	=	5+	+
Necrosis	=	5+	+
Photonic	=	5+	+
Psionic	=	5+	+
Transmutation	=	5+	+

#### Spell Difficulty



Spell Memory  
Mental + 2

Channeling Limit  
Vitality + Mental

Conduit

Elementary Spells

Current Over Channel Instances

Over Channeling Limit  
Over channeling limit = Channeling limit

Over Channeling

2 Talents = 1 skill point to a Channeling Skill

Torso Limit:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

Left Upper Limb Limit:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

Left Lower Limb Limit:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

Head Limit:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

Right Upper Limb Limit:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

Right Lower Limb Limit:

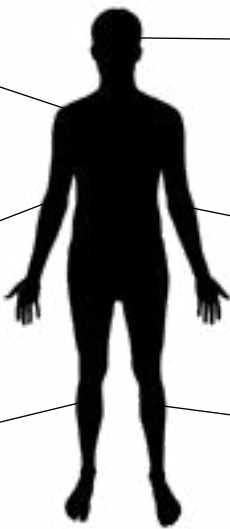
1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_



#### Wild Energy (Energy Surges)

Spells

Spells