























<b>Gates of Gehenna</b>	Name	Age	Hair Color	Species
	Player	Height	Eye Color	

Talents

Attributes	Skills
 <b>AGI</b> +0 2d? □□□□□□	 <b>Alchemy</b> +0 d? □□□ CON+LOG +INT □□□
 <b>CON</b> +0 2d? □□□□□□	 <b>Deception</b> +0 d? □□□ STR+RES +AGI □□□
 <b>STR</b> +0 2d? □□□□□□	 <b>Etiquette</b> +0 d? □□□ CHA+INF +PER □□□
 <b>INT</b> +0 2d? □□□□□□	 <b>Insight</b> +0 d? □□□ INT+PER +LOG □□□
 <b>LOG</b> +0 2d? □□□□□□	 <b>Leadership</b> +0 d? □□□ RES+CHA +INF □□□
 <b>PER</b> +0 2d? □□□□□□	 <b>Lore</b> +0 d? □□□ LOG+PER +CHA □□□
 <b>CHA</b> +0 2d? □□□□□□	 <b>Mechanics</b> +0 d? □□□ AGI+PER +STR □□□
 <b>INF</b> +0 2d? □□□□□□	 <b>Stealth</b> +0 d? □□□ AGI+CON +RES □□□
 <b>RES</b> +0 2d? □□□□□□	 <b>Trade</b> +0 d? □□□ INF+INT +CON □□□






Talent Advancement □□

Vices (Roll according to dice size)

 <b>Disrepute</b> 2d ?	 <b>Greed</b> 2d ?
 <b>Fear</b> 2d ?	 <b>Pride</b> 2d ?

Combat Style
 <b>Unarmed</b> +0 2d? CON+STR □□□□
 <b>Combat Style</b> +0 2d? ? + ? □□□□
 <b>Combat Style</b> +0 2d? ? + ? □□□□
<b>INI</b> [AGI+INT+RES]/3, <i>fru</i>
<b>Weapon</b> _____
<b>Dmg/Deadl</b> _____
<b>Keywords</b> _____
<b>Weapon</b> _____
<b>Dmg/Deadl</b> _____
<b>Keywords</b> _____
<b>Weapon</b> _____
<b>Dmg/Deadl</b> _____
<b>Keywords</b> _____
<b>Armour</b> _____
<b>+Armour</b> _____

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Equipment (+dice)	Health Levels
_____	<b>Shallow</b> - No effect  □□□□□□
_____	<b>Light</b> - -1 RM to Rolls  □□□□□□
_____	<b>Strong</b> - -2 RM to Rolls  □□□□□□
_____	<b>Critical</b> - -3 RM to Rolls  □□□□□□
_____	<b>Deadly</b> - -4 RM to Rolls  □□□□□□

Advance Attributes/Skills via successful Common/Taxing/Difficult rolls; 27 Points at start, 1 per +1 in Attribute/6 per Aptitude to Gifted; 5 Talents, per 3 attribute points 1 talent point, +1 Combat Style, Vices > Aptitude M/G/G/S; Equip as fits