



ARCHETERICA

(Character name) _____

(Player) _____

(Role, character title) _____

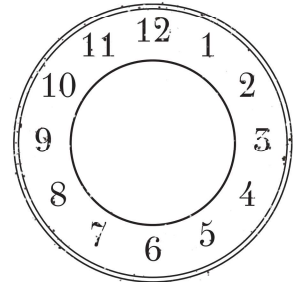
(Employer, secret society) _____

Sessions played: _____

Experience/Raises: _____

IMAGE

STRESS CLOCK



MENTAL TRAUMA

(Attribute)

Experience

(Attribute)

Experience

(Attribute)

Experience

(Attribute)

Experience

(Attribute)

Experience

(Attribute)

Experience

BURDENS

THE TALENT PYRAMID

Talents I: _____

Talents II: _____

Talents III: _____

COMBAT EXPERIENCE

(available) / (total)

COMBAT TECHNIQUES

Classical Style: _____

Shooting: _____

Throwing: _____

COMBAT TALENTS

HEALTH STATUS

- Healthy (12 Endurance)
- Wounded (8 Endurance, Weakness I)
- Heavily Wounded (5 Endurance, Weakness II)
- Critical Condition (3 Endurance, Weakness III)
- Near Death (0 Endurance, Weakness VI)

TRAUMAS

Funds: _____

Living expenses: _____

Salary: _____

INVENTORY

Load: _____

FOCUS POINTS

(available) / (total)

Imago Chord: _____

Archeshock Resistance: _____

MYSTICAL ABILITIES

NOTES

METAMORPHOSES

• _____

⚓ _____

• _____

⚓ _____

• _____

⚓ _____

• _____

⚓ _____

• _____

⚓ _____

• _____

⚓ _____

Oversaturation: _____

Abyss Marks: _____

Imago Blinks: _____