# EARTHDAWN GAME MASTER SHEET

©WILLIAM ARNOLD <ARN@NETCOM.COM>

## GENERAL INFO

Name:

Player: Race:

| Discipline | Circle |
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## STATISTICS

| | | |
|---|---|---|
| Dexterity | | |
| Strength | | |
| Toughness | | |
| Perception | | |
| Willpower | | |
| Charisma | | |

## ATTACKS

| Method | Att | Dmg |
|---|---|---|
| Unarmed | | |
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## COMBAT STATISTICS

| | |
|---|---|
| Physical Defense Value | |
| Spell Defense Value | |
| Social Defense Value | |
| Normal/Mystical Armor | / |
| Initiative Step | |
| Recovery Tests | |
| Recovery Dice | |
| Wound Threshold | |
| Unconsciousness Rating | |
| Death Rating | |

## NOTES

## KARMA

Current:

Cost:

Action Dice:

## DAMAGE

Wounds:

Damage:

Blood Magic:

## MAJOR TALENTS & SKILLS

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## SPELLS

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