

Char Sheet PDF Generator

Armor

- ☐ +0 - None
- ☐ +2 - Light
- ☐ +4 - Heavy

Vitality

			1	2	3	4	5	6	7	8	9	10
<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"/>	<input type="radio"/>

Forms

AoE costs 3 XP all at once. Each of the others costs 1 XP for each improvement, up to 3 times.

Lost?	Forms	AoE	Range	Duration	Damage	Targets
<input type="radio"/>	Auditory Illusion	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Armor	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Blast	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Blindness	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Confusion	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Deafness	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Detect Thought	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Detect Resonance	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Dispel	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Fear	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Fog	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Glamour	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Hypnotize	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Impersonation	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Invisibility	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>
<input type="radio"/>	Light	<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"/>	<input type="radio"/> <input type="radio"/> <input type="radio"/>

Lost?	Forms	AoE	Range	Duration	Damage	Targets
O	Nondetection	O O O	O O O	O O O	O O O	O O O
O	Paralyze	O O O	O O O	O O O	O O O	O O O
O	Telekinesis	O O O	O O O	O O O	O O O	O O O
O	Visual Illusion	O O O	O O O	O O O	O O O	O O O

Skills

Each skill increase costs 1 XP

Skills	8	9	10	11	12	13	14	Boon
Weapon (Melee)	X	O	O	O	O	O	O	
Weapon (Ranged)	X	O	O	O	O	O	O	
Animal Training	X	O	O	O	O	O	O	
Brawler	X	O	O	O	O	O	O	
Clarity	X	O	O	O	O	O	O	
Climb	X	O	O	O	O	O	O	
Disguise	X	O	O	O	O	O	O	
Dodge	X	O	O	O	O	O	O	
Finesse	X	O	O	O	O	O	O	
Fortitude	X	O	O	O	O	O	O	
Herbalism	X	O	O	O	O	O	O	
Hunt & Gather	X	O	O	O	O	O	O	
Insight	X	O	O	O	O	O	O	
Jump	X	O	O	O	O	O	O	
Knowledge	X	O	O	O	O	O	O	
Oratory	X	O	O	O	O	O	O	
Perception	X	O	O	O	O	O	O	
Performance	X	O	O	O	O	O	O	
Power	X	O	O	O	O	O	O	
Profession	X	O	O	O	O	O	O	
Scout	X	O	O	O	O	O	O	
Sleight of Hand	X	O	O	O	O	O	O	
Stealth	X	O	O	O	O	O	O	
Swimming	X	O	O	O	O	O	O	
Tinker	X	O	O	O	O	O	O	
Trickery	X	O	O	O	O	O	O	

Tracking Skills	X 8	U 9	U 10	U 11	U 12	U 13	U 14	Boon
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Talents

Each talent costs 4 XP

- ☐ **Attack of Opportunity:** When a creature leaves melee range, can use 1 action as a reaction to attack
- ☐ **Communicant:** You can read lips and between the lines. Ease 2 for Insight and
- ☐ **Counter:** When successfully blocking or parrying an attack, can use 1 action to attack in kind once per turn.
- ☐ **Focus:** Increase range or damage of a form by 1, at the cost of 1 vitality. Can use once you know a form cast is successful.
- ☐ **Great Weapon Master:** If wielding a 2 handed weapon, can attack two adjacent foes
- ☐ **Near Sighted:** Saves against forms with Close range are pushed by 2.
- ☐ **Ruk:** Ease 2 for attacks against creatures that have cast forms in the last round.
- ☐ **Savvy:** Wou know people and information in a major area.
- ☐ **Sharp Shooter:** Ignore 1 pt of armor and half cover.
- ☐ **Shield Fighting:** Can use shield to block attacks, including ranged, +1 to defense rolls for you and adjacent allies when blocking
- ☐ **Sneak Attack:** When enemy is surprised, triple damage.
- ☐ **War Caster:** Ease 2 on checks to maintain concentration.

Equipment

Money

Weapons

Inventory