



Vital Statistics			
Name		Race	
Experience		Size	
Level		Gender	
Karma		Virtue	
Player		Special talent	

SPECIAL				
	Summary	Base	Permanent	Temporary
STR				
PER				
END				
CHA				
INT				
AGI				
LCK				

Action Points				
20	19	18	17	
16	15	14	13	
12	11	10	9	
8	7	6	5	
4	3	2	1	
Base AP	Temporary AP			

Criticals	
Crit. Success	Crit. Failure

Initiative		
Base	Mod	Current
		1d10 +

Skills									
		Total	SPECIAL	Ranks	P.A.S.T.	Perks	Traits	Misc.	
Barter	CHA								
Diplomacy	CHA								
Explosives	PER								
Firearms	AGI								
Intimidation	STR								
Lockpick	PER								
MEWs	PER								
Mechanics	INT								
Medicine	INT								
Melee	STR								
Science	INT								
Sleight	AGI								
Sneak	AGI								
Survival	END								
Thaumaturgy									
Unarmed	END								
Total Skill Points Spent									
Skill Points per Level				10+(INT/2)					

Health Tracker			
25	24	23	
22	21	20	
19	18	17	
16	15	14	
13	12	11	
10	9	8	
7	6	5	
4	3	2	
	1		

Healing Rate

DT

Max HP



Rads tracker		Not cumulative	
20	19	Crit.	-3 END -3 AGI -2 STR
18	17		
16	15	Major	-3 END -2 AGI -1 STR
14	13		
12	11	Mod.	-2 END -1 AGI
10	9		
8	7	Minor	-1 END
6	5		
4	3	No Sickness	
2	1		

Crippled	
Limb	
Head	
Torso	
Left Foreleg	
Left Hindleg	
Right Foreleg	
Right Hindleg	
Left Wing *	
Right Wing *	

Status Effects	
Name	Description

Rad Resistance	
Base	Current

Poison Resistance	
Base	Current

Insanity	
Max	Current

* For Winged Characters Only

Physical Characteristics				
Race	Age	Gender	Coat Color	Mane Color
Eye Color	Body Type		Cutie Mark	
Other Details				

Aspirations	
Character Goals	Special Talent
Character Fears	
Personality	

Background	
Social Contacts	
Character	Relation
Background	

Notes

Potency		
Level	+	1 - 3 (SPECIAL)

Base Potency is determined by the governing SPECIAL of the magic school of the spell.

Strain	
Current	Maximum

Spell				Magic Codex Page	
Current Level	School	Governing SPECIAL	AP Cost	Potency	Strain Cost
Range	Area of Effect		Target	Duration	

Spell				Magic Codex Page	
Current Level	School	Governing SPECIAL	AP Cost	Potency	Strain Cost
Range	Area of Effect		Target	Duration	

Spell				Magic Codex Page	
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