

Archetype: _____

Character Name: _____

Player Name: _____

Malleus Deum

Height: _____ Weight: _____ Age: _____ Gender: _____

Attributes			Armour Class		Initiative	
	Score	Opposed Check Mod (= Attr - 9)	Archetype AC	<input type="text"/>	Archetype Initiative	Speed Bonus
Strength	<input type="text"/>	<input type="text"/>			<input type="text"/>	<input type="text"/>
Endurance	<input type="text"/>	<input type="text"/>	Armour Bonus Plate +5, Banded +4, Chain +3, Leather +1	<input type="text"/>		
Agility	<input type="text"/>	<input type="text"/>	Large Shield +2, Small Shield +1	<input type="text"/>		
Speed	<input type="text"/>	<input type="text"/>				
Luck	<input type="text"/>	<input type="text"/>	Agility Bonus	<input type="text"/>		
Willpower	<input type="text"/>	<input type="text"/>				
Perception	<input type="text"/>	<input type="text"/>	= AC:	<input type="text"/>		





Hit Points	
Stamina	Health
= Arch. Stamina + End. Bonus	= Arch. Health + Str Bonus
Full	<input type="text"/>
Current	<input type="text"/>
Temporary	<input type="text"/>
Refresh	<input type="text"/>

Rests	
Luck	Max <input type="text"/>
	Current <input type="text"/>
	Refresh <input type="text"/>

Magic	
	Max <input type="text"/>
	Current <input type="text"/>
	Refresh <input type="text"/>

Resolve	
	Max <input type="text"/>
	Current <input type="text"/>
	Refresh <input type="text"/>

Experience	
Current XP	<input type="text"/>
XP for Next Level	<input type="text"/>

Unspent Skill Points	
General 	<input type="text"/>
Martial 	<input type="text"/>
Lore 	<input type="text"/>
Magic 	<input type="text"/>

Conditions:

Aspects

Aspects have a min of 5 and a max of 13.
New Aspects have a difficulty of d4 + 4.

Aspect Name:

Difficulty:

Aspect Name:

Difficulty:

Aspect Name:

Difficulty:

Aspect Name:

Difficulty:

Aspect Name:

Difficulty: