

Archetype: \_\_\_\_\_

Character Name: \_\_\_\_\_

Player Name: \_\_\_\_\_

Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Age: \_\_\_\_\_ Gender: \_\_\_\_\_



	Score	Opposed Check Mod (= Attr - 9)
Strength	<input type="text"/>	<input type="text"/>
Endurance	<input type="text"/>	<input type="text"/>
Agility	<input type="text"/>	<input type="text"/>
Speed	<input type="text"/>	<input type="text"/>
Luck	<input type="text"/>	<input type="text"/>
Willpower	<input type="text"/>	<input type="text"/>
Perception	<input type="text"/>	<input type="text"/>

Armour Class	
Archetype AC	<input type="text"/>
Armour Bonus Plate +5, Banded +4, + Chain +3, Leather +1	<input type="text"/>
Large Shield +2, Small Shield +1	<input type="text"/>
Attribute Bonus +	<input type="text"/>
= AC:	<input type="text"/>

Level:

Tags:

Rests

Initiative	
Archetype Initiative	Attribute Bonus
<input type="text"/>	<input type="text"/>
= <input type="text"/>	

  

Movement	
Archetype Move	Attribute Bonus
<input type="text"/>	<input type="text"/>
= <input type="text"/>	

Conditions:

Aspects Aspects have a min of 6 and a max of 13.  
New Aspects have a difficulty of 2d4 + 4.

Aspect Name:	Difficulty:
<input type="text"/>	<input type="text"/>

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<input type="text"/>	<input type="text"/>

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<input type="text"/>	<input type="text"/>

Aspect Name:	Difficulty:
<input type="text"/>	<input type="text"/>

Aspect Name:	Difficulty:
<input type="text"/>	<input type="text"/>

	Stamina = Arch. Health + Attr Bonus	Health = Arch. Health + Attr Bonus
Full	<input type="text"/>	<input type="text"/>
Current	<input type="text"/>	<input type="text"/>
Temporary	<input type="text"/>	<input type="text"/>
Refresh	<input type="text"/>	<input type="text"/>

Resolve	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"/>

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

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