



Character Name:
Player Name:
Archetype:

Primary Abilities	Level:	Rests:																										
<table><tr><td></td><td>Level</td><td>Mastery</td></tr><tr><td>Strength</td><td><input type="text"/></td><td>000</td></tr><tr><td>Endurance</td><td><input type="text"/></td><td>000</td></tr><tr><td>Agility</td><td><input type="text"/></td><td>000</td></tr><tr><td>Speed</td><td><input type="text"/></td><td>000</td></tr><tr><td>Perception</td><td><input type="text"/></td><td>000</td></tr></table>		Level	Mastery	Strength	<input type="text"/>	000	Endurance	<input type="text"/>	000	Agility	<input type="text"/>	000	Speed	<input type="text"/>	000	Perception	<input type="text"/>	000	<table><tr><td>Height</td><td><input type="text"/></td></tr><tr><td>Weight</td><td><input type="text"/></td></tr><tr><td>Age</td><td><input type="text"/></td></tr><tr><td>Gender</td><td><input type="text"/></td></tr></table>	Height	<input type="text"/>	Weight	<input type="text"/>	Age	<input type="text"/>	Gender	<input type="text"/>	Rests Taken: <input type="text"/> Rest: Refresh Stamina and one dice pool Sleep: Refresh Health and Stamina and all dice pools.
	Level	Mastery																										
Strength	<input type="text"/>	000																										
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Move Distance: <input type="text"/>																												
Move Modifier: <table><tr><td>Move Ability Level</td><td></td><td>Speed Level</td><td></td><td>Move Modifier</td><td></td></tr><tr><td></td><td></td><td>+</td><td></td><td>=</td><td></td></tr></table>			Move Ability Level		Speed Level		Move Modifier				+		=															
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		+		=																								

Armour Bonus <input type="text"/>	Bonus due to the armour worn by the character: Plate +4, Banded +3, Chain +2, Leather +1, None +0	
Armour	Dodge	
Armour Ability Level: <input type="text"/>	Dodge Ability Level: <input type="text"/>	
Add Armour Bonus: + <input type="text"/>	Subtract Armour Bonus: - <input type="text"/>	
Add Shield Bonus (+1) + <input type="text"/>	= Dodge Modifier	<input type="text"/>
- 3	There are other attack reactions like Shield-Block, and Sword-Parry that may be used instead of Dodge and Armour.	
= Armour Modifier <input type="text"/>		

Tags:

Conditions:

Aspects Aspects have a minimum difficulty of 10 and a maximum of 15.
New Aspects have a difficulty of 1d6 + 9.

Aspect Name:	Difficulty:
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Hit Points	Stamina	Health
Full	<input type="text"/>	<input type="text"/>
Current	<input type="text"/>	<input type="text"/>
Temporary	<input type="text"/>	<input type="text"/>
Refresh	Full	<input type="text"/>

Luck	Maximum	<input type="text"/>
	Refresh	<input type="text"/>
	Current	<input type="text"/>

Mettle	Maximum	<input type="text"/>
	Refresh	<input type="text"/>
	Current	<input type="text"/>

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

Unspent Advances