

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"/>

Initiative			
Archetype Initiative	Attribute Bonus	Score	Mod (Score-9)
<input type="text"/>	+	<input type="text"/>	<input type="text"/>

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

Tags:

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"/>

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

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

	Stamina	Health
	= Arch. Health + Attr Bonus	= 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"/>

Rests ○ ○

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"/>

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"/>