

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

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

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

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



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

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

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