

Archetype: _____

Character Name: _____

Player Name: _____

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



Attributes

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

Movement

Archetype Move	Attribute Bonus	Mod
<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: _____

Aspect Name: _____ Difficulty: _____

Aspect Name: _____ Difficulty: _____

Aspect Name: _____ Difficulty: _____

Aspect Name: _____ Difficulty: _____

Hit Points

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"/>

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"/>