

Archetype: _____

Character Name: _____

Player Name: _____

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



Attributes			Armour Class		Level:				
	Score	Opposed Check Mod (= Attr - 9)	Archetype AC <input type="text"/>		Tags:				
Strength	<input type="text"/>	<input type="text"/>	Armour Bonus Plate +5, Banded +4, + Chain +3, Leather +1 <input type="text"/>						
Endurance	<input type="text"/>	<input type="text"/>	Large Shield +2, Small Shield +1 + <input type="text"/>		Rests <input type="text"/> <input type="text"/>				
Agility	<input type="text"/>	<input type="text"/>	Attribute Bonus + <input type="text"/>						
Speed	<input type="text"/>	<input type="text"/>	= AC: <input type="text"/>		Initiative Archetype Initiative <input type="text"/> + Attribute Bonus <input type="text"/> = Score <input type="text"/> Mod (Score-9) <input type="text"/>				
Luck	<input type="text"/>	<input type="text"/>							
Willpower	<input type="text"/>	<input type="text"/>			Movement Archetype Move <input type="text"/> + Attribute Bonus <input type="text"/> = Mod <input type="text"/>				
Perception	<input type="text"/>	<input type="text"/>							
Conditions:						Hit Points			
Aspects <small>Aspects have a min of 6 and a max of 13. New Aspects have a difficulty of 2d4 + 4.</small>						Stamina <small>= Arch. Health + Attr Bonus</small>		Health <small>= Arch. Health + Attr Bonus</small>	
						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"/>	
Aspect Name: _____ Difficulty: _____						Resolve		Max <input type="text"/>	
Aspect Name: _____ Difficulty: _____						Current		<input type="text"/>	
Aspect Name: _____ Difficulty: _____						Refresh		<input type="text"/>	
Aspect Name: _____ Difficulty: _____						Magic		Max <input type="text"/>	
Aspect Name: _____ Difficulty: _____						Current		<input type="text"/>	
Aspect Name: _____ Difficulty: _____						Refresh		<input type="text"/>	
Aspect Name: _____ Difficulty: _____						Fate		Max <input type="text"/>	
Aspect Name: _____ Difficulty: _____						Current		<input type="text"/>	
Aspect Name: _____ Difficulty: _____						Refresh		<input type="text"/>	
Aspect Name: _____ Difficulty: _____						Unspent Skill Points			
						General		<input type="text"/>	
						Martial		<input type="text"/>	
						Lore		<input type="text"/>	
						Magic		<input type="text"/>	