

Character's Name \_\_\_\_\_ Class \_\_\_\_\_ Level \_\_\_\_\_

Race \_\_\_\_\_ House \_\_\_\_\_ Faith \_\_\_\_\_ Age \_\_\_\_\_



| ATTRIBUTES                 |  |
|----------------------------|--|
| <b>CON</b><br>Constitution |  |
| <b>DEX</b><br>Dexterity    |  |
| <b>INS</b><br>Instincts    |  |
| <b>KNO</b><br>Knowledge    |  |
| <b>STR</b><br>Strength     |  |
| <b>VAL</b><br>Valor        |  |

| ASPECTS   |   |
|---|---|
| <b>Daring</b><br>VAL + Bonuses                      |   |
| <b>Defense</b><br>Armor + DEX + Bonuses             |   |
| <b>Favor</b><br>Class + INT + Bonuses               | / |
| <b>Mana</b><br>Class + STR + Bonuses                | / |
| <b>Speed</b><br>Base (20') + Bonuses                |   |
| <b>Stamina</b><br>Class + CON + Bonuses + Armor Mod | / |

| HEALTH                                |  |
|---------------------------------------|--|
| <b>Tier</b>                           | <b>Max / Current</b>                                     |
| <b>Fatigued</b><br>Race + Con + Class | /<br>No Penalty  |
| <b>Battered</b><br>Race + Con + Class | /<br>1 Action or Maneuver                                |
| <b>Injured</b><br>Race + Con + Class  | /<br>At Disadvantage                                     |
| <b>Downed</b>                         | <input type="checkbox"/> <b>Yes</b><br>Only Free Actions |
| <b>Damage Reduction</b>               |  |

| PERKS        |  |
|--------------|--|
| <b>Perk</b>  |  |
| <b>Notes</b> |  |
| <b>Perk</b>  |  |
| <b>Notes</b> |  |

| DIFFICULTIES     |           |
|------------------|-----------|
| <b>Easy</b>      | <b>9</b>  |
| <b>Average</b>   | <b>12</b> |
| <b>Difficult</b> | <b>15</b> |
| <b>Extreme</b>   | <b>18</b> |

| ABILITIES      |  |
|----------------|--|
| <b>Ability</b> |  |
| <b>Notes</b>   |  |
| <b>Ability</b> |  |
| <b>Notes</b>   |  |
| <b>Ability</b> |  |
| <b>Notes</b>   |  |
| <b>Ability</b> |  |
| <b>Notes</b>   |  |
| <b>Ability</b> |  |
| <b>Notes</b>   |  |
| <b>Ability</b> |  |
| <b>Notes</b>   |  |
| <b>Ability</b> |  |
| <b>Notes</b>   |  |
| <b>Ability</b> |  |
| <b>Notes</b>   |  |

| TALENT  | SCORE | EXPERTISE                   |
|---|-------|-----------------------------|
| Score = Expertise Level + Attribute Modifier + Bonuses  |       |                             |
| <b>Athletics (STR)</b>  |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Charisma (VAL)</b>   |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Combat Rest (CON)</b>  |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Concentration (INS)</b>  |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Craft (DEX)</b>  |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Discipline (VAL)</b>   |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Endurance (CON)</b>  |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Exertion (STR)</b>   |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Faith (VAL)</b>  |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Hermetics (KNO)</b>  |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Notice (INS)</b>   |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Recuperation (CON)</b>   |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Scholar (KNO)</b>  |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Stealth (DEX)</b>  |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Survival (KNO)</b>   |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Swimming (STR)</b>   |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Taming (INS)</b>   |       | (A) (A) (J) (J) (J) (M) (O) |
| <b>Thievery (DEX)</b>   |       | (A) (A) (J) (J) (J) (M) (O) |
| (A) <b>Apprentice:</b> No Untrained Disadvantage<br>(J) <b>Journeyman:</b> No Double Disadvantage+<br>(M) <b>Master:</b> No Longer Suffer Disadvantage<br>(O) <b>Extra:</b> Talent Focus, Grandmaster, etc. |       |                             |

| ARCANE APTITUDE                               | POINTS | SCORE |
|---|--------|-------|
| Score = Points + Attribute Modifier + Bonuses |        |       |
| Air (KNO)                                     |        |       |
| Cosmos (INS)                                  |        |       |
| Earth (CON)                                   |        |       |
| Fire (VAL)                                    |        |       |
| Water (DEX)                                   |        |       |

| MANA INVESTMENTS |  |
|------------------|--|
| Investment Type  |  |
| Mana Invested    |  |

|                 |  |
|-----------------|--|
| Investment Type |  |
| Mana Invested   |  |

| INFLUENCES |
|------------|
|            |

| BLESS           |  |      |  |
|-----------------|--|------|--|
| Daily Blessings |  | Used |  |

| ABILITIES / COMBAT STYLES / SPECIALTIES |  |
|---|--|
| Name                                    |  |
| Notes                                   |  |

|       |  |
|-------|--|
| Name  |  |
| Notes |  |

|       |  |
|-------|--|
| Name  |  |
| Notes |  |

|       |  |
|-------|--|
| Name  |  |
| Notes |  |

|       |  |
|-------|--|
| Name  |  |
| Notes |  |

|       |  |
|-------|--|
| Name  |  |
| Notes |  |

|       |  |
|-------|--|
| Name  |  |
| Notes |  |

|       |  |
|-------|--|
| Name  |  |
| Notes |  |

| NOTES |
|-------|
|       |

| GEAR |
|------|
|      |

| DIFFICULTIES |    |
|--------------|----|
| Easy         | 9  |
| Average      | 12 |
| Difficult    | 15 |
| Extreme      | 18 |

| ARMOR   |  |                  |          |
|---------|--|------------------|----------|
| Type    |  |                  |          |
| Defense |  | Max Dex.         | Sta. Mod |
| Shield  | <input type="checkbox"/> Yes <input type="checkbox"/> No | Damage Reduction |          |

| ATTACKS               |  |                                |  |
|-----------------------|--|--------------------------------|--|
| Weapon                |  |                                |  |
| Hit                   |  | Damage                         |  |
| Class + DEX + Bonuses |  | Weapon + Class + STR + Bonuses |  |

|                       |  |                                |  |
|-----------------------|--|--------------------------------|--|
| Weapon                |  |                                |  |
| Hit                   |  | Damage                         |  |
| Class + DEX + Bonuses |  | Weapon + Class + STR + Bonuses |  |

|                       |  |                                |  |
|-----------------------|--|--------------------------------|--|
| Weapon                |  |                                |  |
| Hit                   |  | Damage                         |  |
| Class + DEX + Bonuses |  | Weapon + Class + STR + Bonuses |  |

Ammo: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

| MONETARY ASSETS |
|-----------------|
|                 |

| EXPERIENCE |
|------------|
|            |