

CHARACTER NAME

STRENGTH

BRAWN (STR x 5)

DEXTERITY

COORDINATION (DEX x 5)

CONSTITUTION

VITALITY (CON x 5)

WILL

TENACITY (WIL x 5)

INTELLIGENCE

INTELLECT (INT x 5)

CHARISMA

CHARM (CHA x 5)

☐ ACROBATICS (DEX)

☐ ANIMAL HANDLING (CHA)

☐ ATHLETICS (STR)

☐ COMMAND (CHA)

☐ CRAFTING (DEX)

☐ DODGE (DEX)

☐ INSIGHT (WIL)

☐ LITERACY (INT)

☐ MANIPULATION (CHA)

☐ MARTIAL WEAPONS (STR)

☐ MEDICINE (INT)

☐ NATURE (INT)

☐ PERCEPTION (WIL)

☐ PERFORMANCE (CHA)

☐ RANGED WEAPONS (DEX)

☐ SAILING (DEX)

☐ SEIGE WEAPONS (DEX)

☐ SIMPLE MELEE WEAPONS (STR)

☐ SLEIGHT OF HAND (DEX)

☐ STEALTH (DEX)

☐ SURVIVAL (INT)

☐ UNARMED COMBAT (STR)

BROKEN SHARDS

HEALTH POINTS

MAX

POWER POINTS

MAX

RUN

WALK

SPEED

WEAPONS

TYPE

DAMAGE

NOTES

GODSHARD POWERS

GODSHARD

PASSIVE ABILITY

ACTIVE ABILITY

ACTIVE ABILITY

ACTIVE ABILITY

ACTIVE ABILITY

☐☐☐☐ EARTH ESSENCE

(+1 ARMOR)

☐☐☐☐ WATER ESSENCE

(+2 HP)

☐☐☐☐ FIRE ESSENCE

(+1 DAMAGE)

☐☐☐☐ AIR ESSENCE

(+2 PP)

TALENTS

NOTES

## WEALTH

COINS

Total Number  
of Shards,  
Coins & Gems    Item Slots

/ 100 =

1 Gallon of Water = 1 Shard  
1 Shard = 10 Coins (Ç)

Your first 10 items are in  
your pockets, belt, etc.

## MAXIMUM ITEM SLOTS

STRENGTH + 10

## USAGE DIE CHAIN

D12 - D10 - D8 - D6 - D4

## EQUIPPED ARMOR

Protection Rate  Weight  Integrity

Notes

## EQUIPPED SHIELD

Parry Bonus  Weight  Integrity

Notes

## NON-ENCUMBERING ITEMS

## ENCUMBERING ITEMS

1

2

3

4

5

6

7

8

9

10

11

12

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17

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# SORCERY

	<b>PP</b>
IDIOSYNCRASY	
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