

1. Select your Archetype

2. Select your Major Ability

3. Select your six Minor Abilities

4. Sum up your Attributes

5. Pick Armor

6. Calculate your Derived Statistics

7. Choose Specialty

8. Distribute Skill Points

9. Create Combat Technique

10. Character Biography, Beliefs, and Goals

Physical Tokens
Keep track of resources
Poker Chips, Coins,
Countdown Dice, etc.

Physique

Discipline

Resilience

Brilliance

Cleverness

Presence

Resolve

4. Attribute Totals, Default: 0
Determined by chosen abilities

Abilities

2. Major Ability

3. Minor Ability 1

Minor Ability 2

Minor Ability 3

Minor Ability 4

Minor Ability 5

Minor Ability 6

Leave space for getting more abilities from spending experience

Character

Character Name

Bio:

Beliefs:

Goals:

10. Character Biography, Beliefs, and Goals

Experience

Experience Tracker

Skills

Athletics

Convince

Covert

Finesse

Insight

Intimidate

Medicine

Misdirection

Perception

Research

Survival

SP: Specialty

Health

Vigor

Armor

DR

Dashes

Inventory

Inventory Spaces

5/6. Current/Maximum Health & Vigor, Determined by attributes

H: Heavy, M: Medium, L: Light, U: Unarmored

Damage Reduction, Default: 0

Dashes, Default: 6

Inventory Capacity, Default: 5

Archetype

Archetype Name

1. Select your Archetype

Unique Archetype Description and Information

Grafted: (Casting Attribute, Casting Aspect, Casting Talents)

Bonded: (Companion Info)

Skill Master: (Mastered Skills)

Combat Trained: (Special Combat Technique)

Combat Technique

Combat Technique Name

Attribute:

Armament:

Role:

Traits:

9. Create Combat Technique

Default Trait Points: 6

7. Specialty Tier, Default: 1

8. Skill Proficiency Tiers, Default: 0
Determined by skill point allocation

Momentum