

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

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:

Experience

Experience Tracker

10. Character Biography, Beliefs, and Goals

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)

Skills

Health

Vigor

Athletics

Convince

Covert

Finesse

Insight

Intimidate

Medicine

Misdirection

Perception

Research

Survival

SP: Specialty

Armor

DR

Dashes

Inventory

Inventory Spaces

Combat Technique

Combat Technique Name

Attribute:

Armament:

Role:

Traits:

Damage:

9. Create Combat Technique

Default Trait Points: 6

Resolve

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

4. 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

7. Specialty Tier, Default: 1

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

Momentum