Player Name:_____ Archetype:_____
Character Name:_____ Level:_____

ATTRIBUTES

Points ___/___

PHYSICAL

	Cost	Score	Dice
(a) Agility	___	___	___
(b) Fortitude	___	___	___
(c) Might	___	___	___
(d)	___	___	___

MENTAL

	Cost	Score	Dice
(e) Learning	___	___	___
(f) Logic	___	___	___
(g) Perception	___	___	___
(h) Will	___	___	___
(i)	___	___	___

SOCIAL

	Cost	Score	Dice
(j) Deception	___	___	___
(k) Persuasion	___	___	___
(l) Presence	___	___	___
(m)	___	___	___

SUPERNATURAL

	Cost	Score	Dice
(n) Alteration	___	___	___
(o) Creation	___	___	___
(p) Energy	___	___	___
(q) Entropy	___	___	___
(r) Influence	___	___	___
(s) Movement	___	___	___
(t) Prescience	___	___	___
(u) Protection	___	___	___
(v)	___	___	___
(w)	___	___	___

Languages:

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LP	FP	XP

DEFENSES

GUARD (x)	TOUGHNESS (y)	RESOLVE (z)
___ Agility ___ Might ___ Armor ___ + 10	___ Fortitude ___ Will ___ ___ + 10	___ Presence ___ Will ___ ___ + 10

HIT POINTS

MAX	CURRENT
___ Fortitude ___ Presence ___ Will x 2 + 10	**Wealth Level**

SPEED	SIZE	WEIGHT	CARRY WEIGHT	
			MAX	CURRENT

FEATS

_____/_____
_____/_____
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FLAWS

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PERKS

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APPLIED BANES / BOONS

Player Name:_____ Archetype:_____
Character Name:_____ Level:_____

MAJOR ACTIONS

- **Make a Damaging Attack:** Ranged, Melee, or Non-Physical. Damage = Attack Roll - Targets Defense. (Min of 3)
- **Make a Bane a Attack:** Determine Attribute vs Defense, Choose target (Agility or Might require a weapon or natural attack and are limited by the attack range) roll on the Attribute.
- **Invoke a Boon:** Choose target, Roll on the Attribute, Use the Boon Challenge Rating Table to determine the highest power level at which you can invoke the boon.
- **Assist an Ally:** The target gains advanatge 1 on an action roll using an attribute that you have 1 or greater in.
- **Take a Second Move Action**

Non-Physical Attack Range Summary

Attribute Score	1--3	4--6	7--9
Range	25'	50'	75'

Multi-Targeting Summary

Melee	Disadvantage = Number of Targets.
Ranged	Disadvantage = Number of Targets. Max of 5 targets within 25' Square.
Cube	Disadvantage = 1per 5' Length of Cube.
Line	Disadvantage = 1 per 5'x10'x10' of Line.
Cone	Disadvantage = 1per 5' Length of Cone.

Boon Challenge Rating Table

Power Level	0	1	2	3	4	5	6	7	8	9
Challenge Rating	10	12	14	16	18	20	22	24	26	28

MINOR ACTIONS

- **Make an Opportunity Attack.**
- **Sustain a Boon.**
- **Draw or Sheathe a Weapon.**
- **Retreave an Item stored on your person.**
- **Make a Perception Roll to Observe your Surroundings.**
- **Make a Learning Roll to Recall Useful Information.**
- **Open a Door, Chest, Drawer, etc.**

FREE ACTIONS

MOVE ACTIONS

- **Move Your Speed:** Your movment can be broken up with other actions.
- **Resist Banes:** Roll 1d20, 10 or greater is a success. Some Banes have diferent rules.
- **Take Special Movement:**

Jump: Free 10' running start.
Long Jump: Advantage 1 per 10' of runnup – 30'. Roll Might. you cover 1' x your roll.
High Jump: Roll Might. you cover 1' x your roll / 2.
Climb/Swim: Move half your Speed. GM may require Rolls.

FOCUS ACTIONS

- **Superior Action:** You gain Advantage 1 on any one action roll.
- **Charge:** You move up to twice your Speed and make a melee attack at Disadvantage 1.

INTERRUPT ACTIONS

- **Defend:** Choose target, roll on the attribute, replace the target Defense with your roll if it is higher.
- **Improvise:** Non-offencive. Assist an ally with the current situation.

Player Name:_____ Archetype:_____
Character Name:_____ Level:_____

EQUIPMENT

Item Name	Effects	Item Name	Effects

INVENTORY

Item Name	Weight	##	Total Weight