



PLAYER _____

CAMPAIGN _____

CHARACTER

NAME _____		ARCHETYPE _____		LEVEL _____	XP _____
RACE _____	SIZE _____	GENDER _____	HEIGHT _____	HAIR _____	SKIN _____ EYES _____

MISC. _____

ATTRIBUTES

POINTS SPENT _____ TOTAL POINTS _____ First level characters start off with 40 points to spend on attributes.

INITIATIVE

	SCORE	COST	DICE
AGILITY	_____	_____	D20 + _____
ALTERATION	_____	_____	D20 + _____
CREATION	_____	_____	D20 + _____
DECEPTION	_____	_____	D20 + _____
ENERGY	_____	_____	D20 + _____
ENTROPY	_____	_____	D20 + _____
FORTITUDE	_____	_____	D20 + _____
INFLUENCE	_____	_____	D20 + _____
LEARNING	_____	_____	D20 + _____

	SCORE	COST	DICE
LOGIC	_____	_____	D20 + _____
MIGHT	_____	_____	D20 + _____
MOVEMENT	_____	_____	D20 + _____
PERCEPTION	_____	_____	D20 + _____
PERSUASION	_____	_____	D20 + _____
PRESCIENCE	_____	_____	D20 + _____
PRESENCE	_____	_____	D20 + _____
PROTECTION	_____	_____	D20 + _____
WILL	_____	_____	D20 + _____

LEGEND POINTS

BASE SPEED

WEALTH

HEALTH

MAX HIT POINTS

$$= 2 \times (\text{FORTITUDE} + \text{PRESENCE} + \text{WILL}) + 10$$

CURRENT HIT POINTS
To increase HP, add points to either Fortitude, Presence, or Will. You will gain 2 Hit Points each time you raise any of those attributes by one.

LETHAL DAMAGE **HIT POINTS MODIFIER**

DEFENSES

GUARD

$$= 10 + (\text{AGILITY} + \text{MIGHT} + \text{ARMOR} + \text{MISC.})$$

RESOLVE

$$= 10 + (\text{FORTITUDE} + \text{WILL} + \text{MISC.})$$

TOUGHNESS

$$= 10 + (\text{PRESENCE} + \text{WILL} + \text{MISC.})$$

WEIGHT TOTAL

ARMOR TOTAL

WOUNDS

ADDITIONAL DEFENSES

PERKS	FLAWS	FEATS	
		TOTAL POINTS _____	POINTS SPENT _____

ACTIONS							
ACTION	TYPE	RANGE	AREA	ATTRIBUTE	DEFENSE	DICE	ADV. (+/-)
	<input type="checkbox"/> ATTACK <input type="checkbox"/> BANE <input type="checkbox"/> BOON		<input type="checkbox"/> CONE <input type="checkbox"/> CUBE <input type="checkbox"/> LINE <input type="checkbox"/> RADIUS	vs.		D20 +	
	<input type="checkbox"/> ATTACK <input type="checkbox"/> BANE <input type="checkbox"/> BOON		<input type="checkbox"/> CONE <input type="checkbox"/> CUBE <input type="checkbox"/> LINE <input type="checkbox"/> RADIUS	vs.		D20 +	
	<input type="checkbox"/> ATTACK <input type="checkbox"/> BANE <input type="checkbox"/> BOON		<input type="checkbox"/> CONE <input type="checkbox"/> CUBE <input type="checkbox"/> LINE <input type="checkbox"/> RADIUS	vs.		D20 +	
	<input type="checkbox"/> ATTACK <input type="checkbox"/> BANE <input type="checkbox"/> BOON		<input type="checkbox"/> CONE <input type="checkbox"/> CUBE <input type="checkbox"/> LINE <input type="checkbox"/> RADIUS	vs.		D20 +	
	<input type="checkbox"/> ATTACK <input type="checkbox"/> BANE <input type="checkbox"/> BOON		<input type="checkbox"/> CONE <input type="checkbox"/> CUBE <input type="checkbox"/> LINE <input type="checkbox"/> RADIUS	vs.		D20 +	
	<input type="checkbox"/> ATTACK <input type="checkbox"/> BANE <input type="checkbox"/> BOON		<input type="checkbox"/> CONE <input type="checkbox"/> CUBE <input type="checkbox"/> LINE <input type="checkbox"/> RADIUS	vs.		D20 +	
	<input type="checkbox"/> ATTACK <input type="checkbox"/> BANE <input type="checkbox"/> BOON		<input type="checkbox"/> CONE <input type="checkbox"/> CUBE <input type="checkbox"/> LINE <input type="checkbox"/> RADIUS	vs.		D20 +	
	<input type="checkbox"/> ATTACK <input type="checkbox"/> BANE <input type="checkbox"/> BOON		<input type="checkbox"/> CONE <input type="checkbox"/> CUBE <input type="checkbox"/> LINE <input type="checkbox"/> RADIUS	vs.		D20 +	
	<input type="checkbox"/> ATTACK <input type="checkbox"/> BANE <input type="checkbox"/> BOON		<input type="checkbox"/> CONE <input type="checkbox"/> CUBE <input type="checkbox"/> LINE <input type="checkbox"/> RADIUS	vs.		D20 +	

BANES		
BANES	DURATION	EFFECT

BOONS		
BOONS	DURATION	EFFECT

BANE NOTES

BOON NOTES

INVENTORY					
ITEM		ITEM		ITEM	
	<input type="checkbox"/> HEAVY <input type="checkbox"/> BULKY		<input type="checkbox"/> HEAVY <input type="checkbox"/> BULKY		<input type="checkbox"/> HEAVY <input type="checkbox"/> BULKY
	<input type="checkbox"/> HEAVY <input type="checkbox"/> BULKY		<input type="checkbox"/> HEAVY <input type="checkbox"/> BULKY		<input type="checkbox"/> HEAVY <input type="checkbox"/> BULKY
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	<input type="checkbox"/> HEAVY <input type="checkbox"/> BULKY		<input type="checkbox"/> HEAVY <input type="checkbox"/> BULKY		<input type="checkbox"/> HEAVY <input type="checkbox"/> BULKY

CURRENT # HEAVY ITEMS

YOU CAN CARRY A NUMBER OF HEAVY ITEMS EQUAL TO YOUR MIGHT SCORE. ONCE YOUR MAXIMUM NUMBER OF HEAVY ITEMS, YOUR SPEED IS CUT IN HALF.

YOU CAN CARRY ONE BULKY ITEM AT NO PENALTY. YOU CAN CARRY A SECOND BULKY ITEM, BUT YOUR SPEED IS REDUCED TO 5'.

FOR EVERY XP THAT YOU EARN, YOU GET 1 FEAT POINT AND 3 ATTRIBUTE POINTS. YOUR TOTAL XP EARNED DETERMINES YOUR LEVEL, WITH EVERY 3 XP ALLOWING YOU TO ADVANCE TO THE NEXT LEVEL.

ATTRIBUTE OVERVIEW		
ATTRIBUTE SCORE	COST	ATTRIBUTE DICE
1	1	1d4
2	3	1d6
3	6	1d8
4	10	1d10
5	15	2d6
6	21	2d8
7	28	2d10
8	36	3d8
9	45	3d10
10	-	4d8

THE COST TO INCREASE AN ATTRIBUTE IS EQUAL TO THE NEW SCORE. FOR EXAMPLE, TO RAISE MIGHT FROM 3 TO 4 WOULD COST 4 POINTS.