Player Name: Character Name				Archetype:	Level:		
	IBUTES		DEFENSE	HIT POINTS			
Points	/	GUARD	TOUGHNESS	RESOLVE	MAX	CURRENT	
PHYSICAL		(x)	(y)	(z)			
(a) Agility (b) Fortitude (c) Might (d)	Cost Score Dice//	Agility Might Armor + 10	Fortitude Will + 10	Presence Will + 10	Fortitude Presence Will x 2 + 10	Wealth Level	
MENTAL		SPEED	SIZE	WEIGHT	CARRY	WEIGHT	
(e) Learning (f) Logic	Cost Score Dice				MAX	CURRENT	
(g) Perception (h) Will (i)		FEATS /					
SOCIAL					/		
(j) Deception (k) Persuasion (l) Presence (m)	Cost Score Dice				/ / / / /		
SUPERNATU	JRAL						
(n) Alteration (o) Creation (p) Energy (q) Entropy (r) Influence (s) Movement (t) Prescience (u) Protection (v)	Cost Score Dice		FLAWS		PERK	XS	
(w)	guages:		APPLIE	D BANES	BOONS		
LP F	FP XP						

Player Name:				Archetype:							
Character Name:					Level:						
MAJOR ACTIONS				50	Non-Physical Attack Range Summary						
• Make a Damaging Attack: Ranged, Melee, or Non-Physical. Damage = Attack Roll - Targets				L	Attribute Scor			1	3 4	6	79
Defense. (Min of 3)						Ra	nge	25	' :	50'	75'
• Make a Bane a Attac	k: Deter	mine At	tribute v	7S							
Defense, Choose target		_	_	e a		N	/Iulti-7	[argeti	ng Sun	nmar	V
weapon or natural attack attack range) roll on the			by the		Me			antage =			
• Invoke a Boon: Choo			n the					antage =			
Attribute, Use the Boon	_			to				_			_
determine the highest p		_						x of 5 targets within 25' Square. advantage = 1per 5' Length of Cube.			
invoke the boon.									-		
• Assist an Ally: The ta			_					antage =	1 per 5'x	x10'x10)' of
an action roll using an a	ittribute 1	that you	have 1 o	or	Line.		Line.				
greater in. • Take a Second Move	Action				Cone Disadvantage =			antage =	1 per 5' Length of Cone.		
Take a Second Move	Action										
						Bo	on Ch	allenge	e Ratin	g Tal	ble
Power Level	0	1	2	3	}	4	5	6	7	8	9
Challenge Rating	10	12	14	10	6	18	20	22	24	26	28
MINOR ACTIO Make an Opportunit Sustain a Boon. Draw or Sheathe a Wall Retreave an Item story your person. Make a Perception Robserve your Surround Make a Learning Robserve Justin Linforma Open a Door, Chest, etc.	y Attack red on coll to dings. Il to tion. Drawer,	Attack. • Move Your Spmovment can be other actions. • Resist Banes: greater is a succential succen			Roll 1d20, 10 or sess. Some Banes les. Movement: running start. dvantage 1 per 10' Roll Might. you roll. bll Might. you roll / 2. Move half your			• 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:				
	EQ	UIPMENT				
Item Name	Effects	Item Name			Effects	
	INV	ENTORY				
Item Name			Weight	##	Total Weight	
						
				<u> </u>		
				<u> </u>		
MONEY:	Max Carry	Weight:	Total W	eight:		