



PLAYER \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

CHARACTER							
NAME	ARCHETYPE/CLASS					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.*

PHYSICAL ATTRIBUTES			
ATTRIBUTE	SCORE	COST	DICE
AGILITY	_____	_____	D20 + _____
FORTITUDE	_____	_____	D20 + _____
MIGHT	_____	_____	D20 + _____
SOCIAL ATTRIBUTES			
DECEPTION	_____	_____	D20 + _____
PRESENCE	_____	_____	D20 + _____
PERSUASION	_____	_____	D20 + _____
MENTAL ATTRIBUTES			
LEARNING	_____	_____	D20 + _____
LOGIC	_____	_____	D20 + _____
PERCEPTION	_____	_____	D20 + _____
WILL	_____	_____	D20 + _____

SUPERNATURAL ATTRIBUTES			
ALTERATION	_____	_____	D20 + _____
CREATION	_____	_____	D20 + _____
ENERGY	_____	_____	D20 + _____
ENTROPY	_____	_____	D20 + _____
INFLUENCE	_____	_____	D20 + _____
MOVEMENT	_____	_____	D20 + _____
PRESCIENCE	_____	_____	D20 + _____
PROTECTION	_____	_____	D20 + _____

INITIATIVE
_____

LEGEND POINTS
_____

BASE SPEED
_____

WEALTH
_____

### HEALTH

**MAX HIT POINTS**

$FORTITUDE + PRESENCE + WILL$

$= 2 \times ( \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ ) + 10$

**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.*

### DEFENSES

**GUARD**

$AGILITY + MIGHT + ARMOR + MISC.$

$= 10 + ( \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ )$

**RESOLVE**

$PRESENCE + WILL + MISC.$

$= 10 + ( \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ )$

**TOUGHNESS**

$FORTITUDE + WILL + MISC.$

$= 10 + ( \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ )$

**WEIGHT**

**TOTAL**

\_\_\_\_\_

**ARMOR TOTAL**

(From 2nd page equipped gear.)

\_\_\_\_\_

*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 one level up from your previous level.*

PERKS	FLAWS	FEATS	
		POINTS SPENT	TOTAL POINTS
		_____	_____

## 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"/> LINE	<input type="checkbox"/> CUBE <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"/> LINE	<input type="checkbox"/> CUBE <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"/> LINE	<input type="checkbox"/> CUBE <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"/> LINE	<input type="checkbox"/> CUBE <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"/> LINE	<input type="checkbox"/> CUBE <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"/> LINE	<input type="checkbox"/> CUBE <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"/> LINE	<input type="checkbox"/> CUBE <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"/> LINE	<input type="checkbox"/> CUBE <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"/> LINE	<input type="checkbox"/> CUBE <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"/> LINE	<input type="checkbox"/> CUBE <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"/> LINE	<input type="checkbox"/> CUBE <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"/> LINE	<input type="checkbox"/> CUBE <input type="checkbox"/> RADIUS	vs.	D20 +	

## NOTES

## INVENTORY

ITEM	ITEM	EQUIPED GEAR	ARMOR
	<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
	<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
	<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
	<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

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'.*

*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. SINCE YOU HAVE SPENT 6 POINTS ALREADY, YOU ONLY NEED TO SPEND 4 MORE TO MAKE YOUR SPENT TOTAL 10. (6 + 4 = 10)*

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