

Character's Name _____

Class _____

Level _____

Race _____

House _____

Faith _____

Age _____



ATTRIBUTES	
CON Constitution	
DEX Dexterity	
INS Instincts	
KNO Knowledge	
STR Strength	
VAL Valor	

ASPECTS	
Daring VAL + Bonuses	
Favor Class + INS + Bonuses	/
Mana Class + STR + Bonuses	/
Stamina Class + CON + Bonuses + Armor Mod	/
Defense Armor + DEX + Bonuses	
Speed Base (20') + Bonuses	

HEALTH	
Tier	Max / Current
Fatigued Race + Con + Class	/ No Penalty
Battered Race + Con + Class	/ 1 Action or Maneuver
Injured Race + Con + Class	/ At Disadvantage
Downed	<input type="checkbox"/> Yes Only Free Actions
Damage Reduction	

PERKS	
Perk	
Notes	
Perk	
Notes	

DIFFICULTIES	
Easy	9
Average	12
Difficult	15
Extreme	18

ABILITIES	
Ability	
Notes	
Ability	
Notes	
Ability	
Notes	
Ability	
Notes	
Ability	
Notes	
Ability	
Notes	
Ability	
Notes	
Ability	
Notes	

TALENT	SCORE	EXPERTISE
Score = Expertise Level + Attribute Modifier + Bonuses		
Athletics (STR)		(A) (A) (J) (J) (J) (M) (O)
Charisma (VAL)		(A) (A) (J) (J) (J) (M) (O)
Combat Rest (CON)		(A) (A) (J) (J) (J) (M) (O)
Concentration (INS)		(A) (A) (J) (J) (J) (M) (O)
Craft (DEX)		(A) (A) (J) (J) (J) (M) (O)
Discipline (VAL)		(A) (A) (J) (J) (J) (M) (O)
Endurance (CON)		(A) (A) (J) (J) (J) (M) (O)
Exertion (STR)		(A) (A) (J) (J) (J) (M) (O)
Faith (VAL)		(A) (A) (J) (J) (J) (M) (O)
Hermetics (KNO)		(A) (A) (J) (J) (J) (M) (O)
Notice (INS)		(A) (A) (J) (J) (J) (M) (O)
Recuperation (CON)		(A) (A) (J) (J) (J) (M) (O)
Scholar (KNO)		(A) (A) (J) (J) (J) (M) (O)
Stealth (DEX)		(A) (A) (J) (J) (J) (M) (O)
Survival (KNO)		(A) (A) (J) (J) (J) (M) (O)
Swimming (STR)		(A) (A) (J) (J) (J) (M) (O)
Taming (INS)		(A) (A) (J) (J) (J) (M) (O)
Thievery (DEX)		(A) (A) (J) (J) (J) (M) (O)

(A) **Apprentice:** No Untrained Disadvantage
 (J) **Journeyman:** No Double Disadvantage+
 (M) **Master:** No Longer Suffer Disadvantage
 (O) **Extra:** Talent Focus, Grandmaster, etc.

ARCANE APTITUDE		POINTS	SCORE
Score = Points + Attribute Modifier + Bonuses			
Air (KNO)			
Cosmos (INS)			
Earth (CON)			
Fire (VAL)			
Water (DEX)			

MANA INVESTMENTS	
Investment Type	
Mana Invested	

Investment Type	
Mana Invested	

INFLUENCES	

BLESS			
Daily Blessings		Used	

ABILITIES (CONT)	
Ability	
Notes	

Ability	
Notes	

Ability	
Notes	

Ability	
Notes	

Ability	
Notes	

Ability	
Notes	

Ability	
Notes	

Ability	
Notes	

NOTES

GEAR	

DIFFICULTIES	
Easy	9
Average	12
Difficult	15
Extreme	18

ARMOR			
Type			
Defense		Max Dex.	
Shield	<input type="checkbox"/> Yes <input type="checkbox"/> No	Damage Reduction	

ATTACKS		
Weapon		
Hit		Damage
<small>Class + DEX + Bonuses</small>		<small>Weapon + Class + STR + Bonuses</small>

Weapon		
Hit		Damage
<small>Class + DEX + Bonuses</small>		<small>Weapon + Class + STR + Bonuses</small>

Weapon		
Hit		Damage
<small>Class + DEX + Bonuses</small>		<small>Weapon + Class + STR + Bonuses</small>

Ammo:

MONETARY ASSETS

EXPERIENCE