



NAME _____

LEVEL _____

HERITAGE _____

BACKSTORY _____

APTITUDE DIE _____



PURSE _____



SUPPLIES _____



GEAR

- _____ AMT: _____
- _____ AMT: _____
- _____ AMT: _____
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- _____ AMT: _____

PHYS _____

(Apt D) _____

GRACE _____

(Apt D) _____

FOCUS _____

(Apt D) _____

SKILL _____

(Apt D) _____



SKILL POINTS _____

- Conceal _____ (Apt D) _____
- Detect _____ (Apt D) _____
- Knowledge _____ (Apt D) _____
- Search _____ (Apt D) _____
- Social _____ (Apt D) _____
- Wilderness _____ (Apt D) _____
- Fate _____ (Apt D) _____

TRAINING/SENSES/LANGUAGES

WHO AM I?



NAME _____

RESOLVE

_____/_____
max

SPEED

_____ feet

PHYSICAL DEF.

MENTAL DEF.

AFFINITIES _____

AVERSIONS _____



SENSES

PASSIVE
DETECTION _____



COMBAT OPTIONS

▶ _____
Accuracy _____
Damage _____
Property _____

▶ _____
Accuracy _____
Damage _____
Property _____

▶ _____
Accuracy _____
Damage _____
Property _____

▶ _____
Accuracy _____
Damage _____
Property _____



ACTION POINTS

ACTIONS

Move
Attack
Guard
Maneuver
Use
Skill
Assist
Recover
Magic
Exert

FREE ACTIONS

Communicate
Environment
Fall
Grab
Hop
Magic Tap
Strike
Release
Release Spell
Step



STATUS
EFFECTS

- Afflicted
- Agony
- Concealed
- Fallen
- Hampered
- Helpless
- Staggered
- Stuck
- Winded
- Wounded
- Dying

TRIGGER ACTIONS



NAME _____

MAGIC TAP

____ / ____
max

POWERFUL SPELL

____ / ____
max

HERITAGE BONUSES

LVL 1 _____
LVL 3 _____
LVL 5 _____
LVL 7 _____

ARCHETYPE BONUSES

LVL 9 _____
LVL 11 _____
LVL 13 _____
LVL 15 _____

MAGIC SOURCE



ASPECT BONUSES

____ / ____
____ / ____
____ / ____
____ / ____
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SPELL OPTIONS

NOTES