NAME

LEVEL

HERITAGE

BACKSTORY

APTITUDE DIE

PHYS
_____
(Apt D) _____

GRACE
_____
(Apt D) _____

FOCUS
_____
(Apt D) _____

SKILL
_____
(Apt D) _____

PURSE

SUPPLIES

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

GEAR

_____	AMT: _____
_____	AMT: _____
_____	AMT: _____
_____	AMT: _____
_____	AMT: _____
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_____	AMT: _____
_____	AMT: _____
_____	AMT: _____

WHO AM I?

NAME

AFFINITIES

AVERSIONS

RESOLVE
____ / ____ max

SPEED
____ feet

PHYSICAL DEF.

MENTAL DEF.

SENSES

PASSIVE
DETECTION ____

____

____

STATUS EFECTS

Afflicted

Agony

Concealed

Fallen

Hampered

Helpless

Staggered

Stuck

Winded

Wounded

Dying

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

_____

_____

_____

_____

_____

TRIGGER ACTIONS

_____

_____

_____

_____

NAME

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