

PLAYER	CHARACTER	
SPECIES	GENDER	AGE
FRAME	CULTURE	
HEIGHT	SOCIAL CLASS	
WEIGHT	CAREER	



NOTES ABOUT BACKGROUND, COMMUNITY & FAMILY

CONTACTS, ALLIES & ENEMIES

CHARACTERISTICS			ATTRIBUTES		
	Original	Max.	Current	Original	Current
STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	ACTION POINTS	<input type="text"/>
CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	DAMAGE MODIFIER	<input type="text"/>
SIZE	<input type="text"/>	<input type="text"/>	<input type="text"/>	EXPERIENCE MODIFIER	<input type="text"/>
DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	HEALING RATE	<input type="text"/>
INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	INITIATIVE	<input type="text"/>
POWER	<input type="text"/>	<input type="text"/>	<input type="text"/>	LUCK POINTS	<input type="text"/>
CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	MOVEMENT RATE	<input type="text"/>

MONEY & WEALTH

Income: Day \_\_\_\_\_ Week \_\_\_\_\_ Season \_\_\_\_\_ Year \_\_\_\_\_

Silver C. \_\_\_\_\_

MAGIC POINTS

0 1 2 3 4 5 6 7 8 9 10  
 11 12 13 14 15 16 17 18 19 20  
 21 22 23 24 25 26 27 28 29 30

Used. MP (active effects): \_\_\_\_\_

STANDARD SKILLS

Skill	basic %	⚡	☑	%
Athletics	STR + DEX	<input type="checkbox"/>	<input type="checkbox"/>	_____
Boating	STR + CON	<input type="checkbox"/>	<input type="checkbox"/>	_____
Brawn	STR + SIZ	<input type="checkbox"/>	<input type="checkbox"/>	_____
Conceal	DEX + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Customs	INT x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Dance	DEX + CHA	<input type="checkbox"/>	<input type="checkbox"/>	_____
Deceit	INT + CHA	<input type="checkbox"/>	<input type="checkbox"/>	_____
Drive	DEX + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Endurance	CON x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Evade	DEX x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
First Aid	INT + DEX	<input type="checkbox"/>	<input type="checkbox"/>	_____
Influence	CHA x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Insight	INT + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Locale	INT x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Perception	INT + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Ride	DEX + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Sing	CHA + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Stealth	DEX + INT	<input type="checkbox"/>	<input type="checkbox"/>	_____
Swim	STR + CON	<input type="checkbox"/>	<input type="checkbox"/>	_____
Unarmed	STR + DEX	<input type="checkbox"/>	<input type="checkbox"/>	_____
Willpower	POW x2	<input type="checkbox"/>	<input type="checkbox"/>	_____

PROFESSIONAL SKILLS

Skill	basic %	⚡	☑	%
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____

LANGUAGES (INT + CHA)

Skill	⚡	☑	%
Native T. (_____)	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	<input type="checkbox"/>	<input type="checkbox"/>	_____

EXPERIENCE ROLLS

MAGIC SKILLS

Skill	basic %	⚡	☑	%
Folk Magic	POW + CHA	<input type="checkbox"/>	<input type="checkbox"/>	_____
Binding	POW + CHA	<input type="checkbox"/>	<input type="checkbox"/>	_____
Trance	CON + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Meditation	CON + INT	<input type="checkbox"/>	<input type="checkbox"/>	_____
Mysticism	CON + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Invocation	INT x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Shaping	INT + POW	<input type="checkbox"/>	<input type="checkbox"/>	_____
Devotion	POW + CHA	<input type="checkbox"/>	<input type="checkbox"/>	_____
Exhort	INT + CHA	<input type="checkbox"/>	<input type="checkbox"/>	_____

PASSIONS

Passion	%
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## EQUIPMENT & ARMOUR

Equipment ENC \_\_\_\_\_

Armour ENC (Equipped. = ENC/2) \_\_\_\_\_

**TOTAL ENC** \_\_\_\_\_

**Armour Penalty (U) = armour ENC/5** \_\_\_\_\_

## HIT LOCATIONS

d20	Location	AP	Hit Points											
19 - 20	Head		0	1	2	3	4	5	6	7	8	9	10	
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
16 - 18	Left Arm		0	1	2	3	4	5	6	7	8	9	10	
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
13 - 15	Right Arm		0	1	2	3	4	5	6	7	8	9	10	
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
10 - 12	Chest		0	1	2	3	4	5	6	7	8	9	10	
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
7 - 9	Abdomen		0	1	2	3	4	5	6	7	8	9	10	
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
4 - 6	Left Leg		0	1	2	3	4	5	6	7	8	9	10	
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
1 - 3	Right Leg		0	1	2	3	4	5	6	7	8	9	10	
				-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	

## RESISTANCES

	% base			%
Brawn	STR + SIZ	<input type="checkbox"/>	<input type="checkbox"/>	_____
Endurance	CON x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Evade	DEX x2	<input type="checkbox"/>	<input type="checkbox"/>	_____
Willpower	POW x2	<input type="checkbox"/>	<input type="checkbox"/>	_____

## FATIGUE

Level	Fresh	Winded	Tired	Wearied	Exhausted	Debilitated	Incapacitated	Semi-Conscious	Comatose	Dead
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## COMBAT STYLES

Style name	Weapons	Trait			%
Unarmed	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____
_____	_____	_____	<input type="checkbox"/>	<input type="checkbox"/>	_____

## WEAPONS & SHIELDS

Melee weapons & shields	Damage	Size	Reach	Traits	Combat Effects	AP	HP (Max./current)
_____	_____	_____	_____	_____	_____	_____	_____/____
_____	_____	_____	_____	_____	_____	_____	_____/____
_____	_____	_____	_____	_____	_____	_____	_____/____
_____	_____	_____	_____	_____	_____	_____	_____/____
_____	_____	_____	_____	_____	_____	_____	_____/____
_____	_____	_____	_____	_____	_____	_____	_____/____
_____	_____	_____	_____	_____	_____	_____	_____/____

Ranged weapons	Damage	DM	Force	Load	Range	Combat Effects	Size	AP	HP (Max./current)
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____/____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____/____

## MOVEMENT

Movement types	Move	U
Walk	_____	-
Run: <sup>1</sup> (Move + Ath. %/25 x 0,5 m.) x3	_____	- U m.
Sprint: <sup>1</sup> (Move + Ath. %/25 m.) x5	_____	- U m.
Jump: <sup>2</sup>	Horizontal: <sup>2</sup> (h <sub>PC</sub> x2 + Ath. %/20 m.)	_____ - U /2 m.
	Vertical: <sup>2</sup> (h <sub>PC</sub> + Ath. %/20 cm.)	_____ - U /2 m.
Climb	Rough or rugged surface	_____ - U /2 m.
	Steep surface	_____ - U m.
	Sheer surface	_____ - U x2 m.
Swim: <sup>3</sup> (Move + Swim. %/20 m.)	_____	(4)

- (1): Athletics critical success: +1 m to base/jump Movement.  
 (2): h<sub>PC</sub>: PC's height (meters). Minimal run-up = 5 m.  
 Without run-up: halved distance and - U /4 m.  
 (3): Swimming critical success = +1 m.  
 > 0: PC floats and can move.  
 = 0: PC floats but can't move.  
 < 0: PC sinks.  
 (4): Swimming Move /2 - U =

## CULT INFORMATION

Ranks + Benefits + Restrictions + Gifts + Geas

Max. Current



## ABILITIES

Spells + Spirits + Talents + Miracles