MACHINA & MAGIC

Character Name

Campaign: _____ Species: _____ Title: _____

HP

45
40
35
30
25
20
15
10
5
KO

ᔐ Health & Wounds ᔑ

Total Hit Points	[ ]	Base + Strength Mod. + Endurance Mod.
Fatigued *(Can't Sprint)*	[ ]	-1 penalty to rolls
Exhausted *(Can't Run/Charge)*	[ ]	-2 penalty to rolls
Wound Threshold	[ ]	Number before receiving a wound. -1 penalty for each wound

Wounds Acquired: [ ] [ ] [ ] [ ] [ ] [ ]

ᔐ Defense Values "DV" ᔑ

Flat Footed *Caught off Guard!*	[ ]	Base + Magic + Shield
Touch *Vs. Touch Attacks*	[ ]	Base + Magic + AGL Mod – Encumbrance
Active *Aware in Combat*	[ ]	Base + Magic + AGL Mod + Shield – Encumbrance
Full Defense *Full-Round Action*	[ ]	Active + Dodge + Parry + Block

Base for Creatures: Medium Creature (3) Small Creature (4)

ᔐ Defensive Bonuses ᔑ

Shield	Parry	Block	Dodge
Passive Shield Bonus	*Parry Maneuver*	*Block Maneuver*	*Dodge Maneuver*
-	*1 action*	*1 action*	*Impromptu, Full-Round Action*
[ ]	[ ]	[ ]	[ ]
Based on Shield	*1 + Parry Prof*	*1 + Shield Prof*	*1 + Acrobatics Mod*

Note For Shields: Small Shield (+1), Large Shield (+2), Tower Shield (+3), Pauldrons (+1, can't block)

Magic Bonus [ ]   **Misc. Bonus** [ ]

ᔐ Maneuver Value "MV" ᔑ

Unarmed MV	[ ]	STR + Unarmed +1
Weapon MV	[ ]	STR + Melee +1
Ranged MV	[ ]	DEX + (Archery or Throw) +1
Tricky MV	[ ]	WIT + Subterfuge +1
_____ MV	[ ]	

ᔐ Feats & Arcana ᔑ

	d		d
	d		d
	d		d
	d		d
	d		d
	d		d

ᔐ Attributes & Skills ᔑ

Strength	d	Endurance	d
Climb	d	Fortitude	d
Lift	d	Run	d
		Swim	d
Agility	d		
Acrobatics	d		
Melee	d	*Dexterity*	d
Ride	d	Archery	d
Stealth	d	Drive:_____	d
Throw	d	Intrusion	d
Unarmed	d	Legerdemain	d
Intellect	d	*Charisma*	d
Academics	d	Barter	d
Alchemy	d	Composure	d
Arcane	d	Handle Animal	d
Craft:_____	d	Interrogation	d
Engineering	d	Intimidate	d
Law	d	Leadership	d
Lore	d	Perform:_____	d
Medicine	d	Persuade	d
Nature	d	Subterfuge	d
Occult	d		
Profession:_____	d		
Religion	d	*Wits*	d
Sailing	d	Art	d
		Disguise	d
		Enigmas	d
Focus	d	Empathy	d
Concentrate	d	Forgery	d
Intuition	d	Gambling	d
Investigation	d	Repair	d
Meditation	d	Survival	d
Perception	d	Tracking	d
Willpower	d		

Languages: _____

Etiquettes / Home Town: _____

ᔐ Movement ᔑ

Land: [ ]   Swim: [ ]   _____: [ ]

Base Land Speed: 20ft. + ((Agility + Run Modifiers) × 3)

ᔐ Additional Traits ᔑ

Concept, Hopes, and Ideas:

_____
_____
_____
_____
_____

Story Points

Initiative	Passive Alertness	Encumbrance & Armor Penalty
[+]	[ ]	[ ]
Wits + Agility Dice	*Focus + Perception Modifier*	*-1 to physical actions, doubled for swim and magic*

❧ Equipment & Weapons ❧

Name	Wt.

Money:

gp: sp: cp:

Weapon 1:

Type	Damage	Range	Notes

Weapon 2:

Type	Damage	Range	Notes

Weapon 3:

Type	Damage	Range	Notes

❧ Magic ❧

Total Mana [ ] *Focus Mod + Arcana Mod + Magical Feats Mod Include "Extra Mana" if appropriate.*

Trappings *(select 2)*

☐ Verbal   ☐ Somatic   ☐ Talisman   ☐ Anima

Meta Magic Applies to:

☐ Arcana   ☐ Blessings   ☐ Rituals
☐ Alchemy   ☐ Enchantment

Additional Notes

❧ Armor and Carry Capacity ❧

Head (+4 to hit, treated as raise)
Eyes (+8 to hit, treated as raise)

[ ]	[ ]
Armor + Suit	Passive Alertness Penalty

Left Arm (+2 to hit) / Right Arm (+2 to hit)
Left Hand (+4 to hit) / *Right Hand (+4 to hit)*

[ ]	[ ]	[ ]	[ ]
Armor + Suit	Gloves + Suit	Armor + Suit	Gloves + Suit

Torso (+0 to hit)
Heart (+8 to hit, treated as raise)

[ ]	[ ]
Armor + Suit	Armor's Total Suit Bonus

Left Leg (+2 to hit) / Right Leg (+2 to hit)
Left Foot (+4 to hit) / *Right Foot (+4 to hit)*

[ ]	[ ]	[ ]	[ ]
Armor + Suit	Shoes + Suit	Armor + Suit	Shoes + Suit

Other Worn Equipment/Additional Notes:

Shield:

Passive Bonus: [ ]

Health
○○○○○ · ○○○○○
○○○○○ · ○○○○○
○○○○○ · ○○○○○
○○○○○ · ○○○○○

Light Load [ ]   *Strength + Lift Modifier x 10*

❧ Characteristics & Traits ❧

❧ Spells, Blessings, Rituals & Recipes ❧

Name:			Roll:	Name:			Roll:
Level:		Cost:	Mana:	Level:		Cost:	Mana:
Notes:				Notes:			
Name:			Roll:	Name:			Roll:
Level:		Cost:	Mana:	Level:		Cost:	Mana:
Notes:				Notes:			
Name:			Roll:	Name:			Roll:
Level:		Cost:	Mana:	Level:		Cost:	Mana:
Notes:				Notes:			
Name:			Roll:	Name:			Roll:
Level:		Cost:	Mana:	Level:		Cost:	Mana:
Notes:				Notes:			
Name:			Roll:	Name:			Roll:
Level:		Cost:	Mana:	Level:		Cost:	Mana:
Notes:				Notes:			
Name:			Roll:	Name:			Roll:
Level:		Cost:	Mana:	Level:		Cost:	Mana:
Notes:				Notes:			

MP

40
○○○○○○
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20
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5
○○○○○○○○○

❧ XP ❧

Earned

Spent

Remaining

❧ Extended Arcana Sheet ❧

Name:		Type:	Mana:	Name:		Type:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			
Name:		Type:	Mana:	Name:		Type:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			
Name:		Type:	Mana:	Name:		Type:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			
Name:		Type:	Mana:	Name:		Type:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			
Name:		Type:	Mana:	Name:		Type:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			
Name:		Type:	Mana:	Name:		Type:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			
Name:		Type:	Mana:	Name:		Type:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			
Name:		Type:	Mana:	Name:		Type:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			
Name:		Type:	Mana:	Name:		Type:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			

Other notes:

ᕷ Extended Blessing Sheet ᕶ

Name:		Per Day:	Level:	Name:		Per Day:	Level:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			

Name:		Per Day:	Level:	Name:		Per Day:	Level:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			

Name:		Per Day:	Level:	Name:		Per Day:	Level:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			

Name:		Per Day:	Level:	Name:		Per Day:	Level:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			

Name:		Per Day:	Level:	Name:		Per Day:	Level:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			

Name:		Per Day:	Level:	Name:		Per Day:	Level:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			

Name:		Per Day:	Level:	Name:		Per Day:	Level:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			

Name:		Per Day:	Level:	Name:		Per Day:	Level:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			

Name:		Per Day:	Level:	Name:		Per Day:	Level:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes:				Target/Notes:			

Other notes:

❧ Extended Ritual/Alchemy Sheet ❧

Name:		Level:	Mana:	Name:		Level:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes/Ingredient Cost:				Target/Notes/Ingredient Cost:			

Name:		Level:	Mana:	Name:		Level:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes/Ingredient Cost:				Target/Notes/Ingredient Cost:			

Name:		Level:	Mana:	Name:		Level:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes/Ingredient Cost:				Target/Notes/Ingredient Cost:			

Name:		Level:	Mana:	Name:		Level:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes/Ingredient Cost:				Target/Notes/Ingredient Cost:			

Name:		Level:	Mana:	Name:		Level:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes/Ingredient Cost:				Target/Notes/Ingredient Cost:			

Name:		Level:	Mana:	Name:		Level:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes/Ingredient Cost:				Target/Notes/Ingredient Cost:			

Name:		Level:	Mana:	Name:		Level:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes/Ingredient Cost:				Target/Notes/Ingredient Cost:			

Name:		Level:	Mana:	Name:		Level:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes/Ingredient Cost:				Target/Notes/Ingredient Cost:			

Name:		Level:	Mana:	Name:		Level:	Mana:
Cast Time:	Duration:	Roll:		Cast Time:	Duration:	Roll:	
Target/Notes/Ingredient Cost:				Target/Notes/Ingredient Cost:			

Other notes/Ingredients:

☙ Extended Background Sheet ❧

Backstory:

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

☙ Bio ❧

Aliases:

Species:

Age: Date of Birth:

Height: Weight:

Eye Color: Hair:

Sex/Gender:

Nationality/Clan/Tribe:

House Name:

Patron Deity:

Scars/Tattoos:

Rank:

Other Notable Features:

Quarks/Likes/Dislikes:

☙ Character Sketch / House Banner ❧

☙ Allies, Contacts, Retainers, Familiars ❧

Name: Type: Concept:
Notable Skills/Abilities:

Name: Type: Concept:
Notable Skills/Abilities:

Name: Type: Concept:
Notable Skills/Abilities:

Name: Type: Concept:
Notable Skills/Abilities: