Character Name

ACE INA & A pecies:

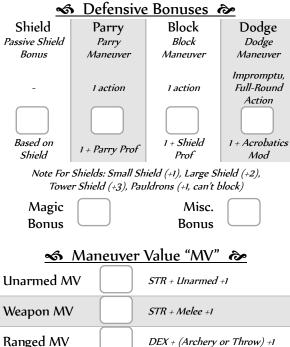


ו:	S
 	& Wounds 🗞
Total Hit Points	Base + Strength Mod. + Endurance Mod.
Fatigued (Can't Sprint)	-I penalty to rolls
Exhausted (Can't Run/Charge)	-2 penalty to rolls
Wound Threshold	Number before receiving a wound -1 penalty for each wound
Wounds Acquired:	
	/1 "D)/" 5

<u>∽ Defense Values "DV"</u> ∂>

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)



Unarmed MV	STR + Unarmed +1
Weapon MV	STR + Melee +1
Ranged MV	DEX + (Archery or Thro
Tricky MV	WIT + Subterfuge +1

MV

🔊 Feats & Arcana 🗞

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

	Tit	le:		
<u></u>	Attribut	es & Skill	s òr	
Strength	d	Enduran		
Climb	d	Fortitud	e d	
Lift	d	Run	d	
		Swim	d	
Agility	d		-	
Acrobatics	d			
Melee	d	Dexterit	v d	
Ride	d	Archery	, d	
Stealth	d	Drive:	d	
Throw	d	Intrusio		
Unarmed	d	Legerder		
anarmea	u	Legerder	inani u	
Intellect	d	Charism	na d	
Academics	d	Barter	d d	
Alchemy	d	Compos		
Arcane	d	Handle A		
	d			
Craft:		Interroga		
Engineering	d	Intimida		
Law	d	Leaders		
Lore	d	Perform:		
Medicine	d	Persuade	- 4	
Nature	d	Subterfu	ige d	
Occult	d			
Profession:	_ d			
Religion	d	Wits	d	
Sailing	d	Art	d	
		Disguise	d d	
		Enigmas	d d	
Focus	d	Empathy	/ d	
Concentrate	d	Forgery	d	
Intuition	d	Gamblin	lg d	
Investigation	d	Repair	d	
Meditation	d	Survival	d	
Perception	d	Tracking	d	
Willpower	d			
Languages:		1	1	
Etiquettes / Home	Town:			
٩	ക Mov	ement 🗞	0	
Land:	Swim:		:	
Base Land Spee	ed: 20ft. + ((.	Agility + Run	Modifiers) \times 3)	
-	A 1 1	1		
<u>~</u>		nal Traits		
$\boldsymbol{\wedge}$	Conc	ept, Hopes,	and ideas:	
Story Points				
Initiative	Passive	Alertness	Encumbrance Armor Penalt	
				.y]
			l	J

Wits + Agility Focus + Perception Modifier

Dice

-1 to physical actions, doubled for swim and magic

Name	s Equipmo	<u>ent & W</u>		Wt.			Carry Capacity 🗞	MP 40
Name				VVL.	He		nit, treated as raise) <i>hit, treated as raise</i>)	0
								0
								0
					Armor +		Passive Alertness Pena	<u> </u>
					Left Arm (+2 to Left Hand (+4 to)		Right Arm (+2 <i>Right Hand (+2</i>	
					Armor + Suit	Gloves + Sui		s + Suit
							(+0 to hit)	0
						Heart (+8 to	hit, treated as raise)	0
								30
Money:					Armor +	- Suit	Armor's Total Suit Bo	-
gp:	sp:	cp:			Left Leg (+2 to	hit)	Right Leg (+2	
					Left Foot (+4 to h		Right Foot (+4	4 to hit)
Weapon 1:	D	D	NL t					Ö
Туре	Damage	Range	Notes		Armor + Suit	Shoes + Sui	t Armor + Suit Shoes	+ Suit O
							oment/Additional Notes:	+ Suit 25
Weapon 2:					Ouler	worn Equi		4 to hit) O + Suit O 25 O
Туре	Damage	Range	Notes				Health	O
		8-			Shield:		00000 · 000	0 0
							00000 · 000	00 O
Weapon 3:					Passive Bonus	s:	00000 · 000	00 0
Туре	Damage	Range	Notes				00000 · 000	20
					Light Load		Strength + Lift Modifier x 10	0
	-	Magic	<u> </u>					0
T 1 –		Magic .						()
Tatal C					ର୍ଚ୍ଚ (Characte	ristics & Traits 🗞	0
Total			na Mod + Magical Feats na" if appropriate	Mod	<u>~~ (</u>	<u>Characte</u>	ristics & Traits 🇞	0
Total Mana	Include	e "Extra Mai	na" if appropriate.	Mođ	<u>-66 (</u>	Characte	ristics & Traits 🗞	0
Mana	Include Trapp	e "Extra Mai D ings (sele	na" if appropriate. ect 2)		<u></u>	Characte	ristics & Traits 🗞	O 0 15
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Mana Mana Verbal Arca Arca Arca I Vares Nares Level: Notes: Name: Level: Name: Level: Notes:	Include Trapp Somatic Meta M ana C Alchemy Addr	e "Extra Mai pings (sele] Ta agic App Blessings itional Nc	na" if appropriate. act 2) lisman	a s s <u>s</u> , <u>Ritua</u> Name Level: Notes Name Level:	Ils & Recipes ::: ::: ::: ::: ::: ::: ::: ::: ::: ::: ::: ::: ::: ::: ::: ::: ::: :::	ost:	Roll: Roll: Roll:	0 15 0 0 0 0 0 0 0 0 0 0 0 0 0
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ss Extended Arcana Sheet 🗞

Name:		Туре:		Mana:	Name:		Type:		Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes:					Target/Notes:				
Name:		Туре:		Mana:	Name:		Туре:		Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes:					Target/Notes:				
Name:		Туре:		Mana:	Name:		Туре:		Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes:					Target/Notes:				
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Name: Cast Time:	Dunction	Туре:	Roll:	Mana:	Name: Cast Time:	Duratia	Туре:	Roll:	Mana:
	Duration:		Koll:			Duration:		Koll:	
Target/Notes:					Target/Notes:				
Name:		Туре:		Mana:	Name:		Туре:		Mana:
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					Target/Notes.				
Name:		Туре:		Mana:	Name:		Type:		Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:	JE	Roll:	
Target/Notes:					Target/Notes:				
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Name:		Туре:		Mana:	Name:		Туре:		Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes:					Target/Notes:				
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Name:		Туре:		Mana:	Name:		Type:		Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes:					Target/Notes:				
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Name:		Туре:	D 11	Mana:	Name:		Type:	D 11	Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes:					Target/Notes:				
Other costso									
Other notes:									

🔊 Extended Blessing Sheet 🗞

Name:		Per Day:		Level:	Name:		Per Day:		Level:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:	J	Roll:	
Target/Notes:					Target/Notes:				
Name:		Per Day:		Level:	Name:		Per Day:		Level:
Cast Time:	Duration:	Ter Day.	Roll:		Cast Time:	Duration:	TCI Day.	Roll:	Level.
Target/Notes:	Duration.		1.011.		Target/Notes:	Duration.		non.	
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Cast Time:	Duration:	Ter Day.	Roll:		Cast Time:	Duration:	TCI Day.	Roll:	Level.
Target/Notes:	Duration.		1.011.		Target/Notes:	Duration.		non.	
Target/Notes.					Talget/Notes.				
Name:		Per Day:		Level:	Name:		Per Day:		Level:
Cast Time:	Duration:	. cr Day.	Roll:		Cast Time:	Duration:	i ci Day.	Roll:	Level.
Target/Notes:	Duration.		non.		Target/Notes:	Duration.		non.	
					larget/Notes.				
Name:		Per Day:		Level:	Name:		Per Day:		Level:
Cast Time:	Duration:	Ter Day.	Roll:		Cast Time:	Duration:	TEI Day.	Roll:	Level.
Target/Notes:	Duration:		Non:			Duration:		Non:	
Target/Notes:					Target/Notes:				
Name:		Per Day:		Level:	Name:		Per Day:		Level:
Cast Time:	Duration:	Ter Day.	Roll:		Cast Time:	Duration:	TEI Day.	Roll:	Level.
Target/Notes:	Duration.		non.		Target/Notes:	Duration.		non.	
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Cast Time:	Duration:		Roll:		Cast Time:	Duration:	· -: -: -: ay.	Roll:	
Target/Notes:	5 4. 40011				Target/Notes:	0 0.000			
Other notes:					I				

🐟 Extended Ritual/Alchemy Sheet 🗞

Name:		Level:		Mana:	Name:		Level:		Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes/Ingredien	nt Cost:				Target/Notes/Ingredient Cost:				
Name:		Level:		Mana:	Name:		Level:		Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes/Ingredie	nt Cost:				Target/Notes/Ingred	lient Cost:			
Name:		Level:		Mana:	Name:		Level:		Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes/Ingredien	nt Cost:				Target/Notes/Ingred	lient Cost:			
Name:		Level:		Mana:	Name:		Level:		Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes/Ingredien	nt Cost:				Target/Notes/Ingred	lient Cost:			
Name:		Level:		Mana:	Name:		Level:		Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes/Ingredien	nt Cost:				Target/Notes/Ingred	lient Cost:			
Name:		Level:		Mana:	Name:		Level:		Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes/Ingredie	nt Cost:				Target/Notes/Ingredient Cost:				
Name:		Level:		Mana:	Name:		Level:		Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes/Ingredie	nt Cost:				Target/Notes/Ingredient Cost:				
Name:		Level:	R 11	Mana:	Name:		Level:	F "	Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes/Ingredie	nt Cost:				Target/Notes/Ingred	lient Cost:			
Name:		Level:		Mana:	Name:		Level:		Mana:
Cast Time:	Duration:		Roll:		Cast Time:	Duration:		Roll:	
Target/Notes/Ingredie	nt Cost:				Target/Notes/Ingred	hent Cost:			
Other notes/Ingredien	ts:								

Backstory:

	Bio 🗞	<u>s Character Ske</u>	tch / House Banner 🗞
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:			
	💰 Allies, Contacts, I	Retainers, Familiars 🗞	
Name:		Туре:	Concept:
Notable Skills/Abilities:			
Name:		Туре:	Concept:
Notable Skills/Abilities:			· · · ·
Name:		Туре:	Concept:
Notable Skills/Abilities:		••	•
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Name:		Туре:	Concept:
Notable Skills/Abilities:			•