

MACHINA & MAGIC

Character Name _____

Campaign: _____

Species: _____

Title: _____

HP

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KO

Health & Wounds

Total Hit Points *Base + Strength Mod. + Endurance Mod.*

Fatigued *-1 penalty to rolls*
(Can't Sprint)

Exhausted *-2 penalty to rolls*
(Can't Run/Charge)

Wound Threshold *Number before receiving a wound*
-1 penalty for each wound

Wounds Acquired:

Defense Values "DV"

Flat Footed *Base + Magic + Shield*
Caught off Guard!

Touch *Base + Magic + AGL Mod*
Vs. Touch Attacks
- Encumbrance

Active *Base + Magic + AGL Mod*
Aware in Combat
+ Shield - Encumbrance

Full Defense *Active + Dodge + Parry + Block*
Full-Round Action

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

Defensive Bonuses

Shield <i>Passive Shield Bonus</i>	Parry <i>Parry Maneuver</i>	Block <i>Block Maneuver</i>	Dodge <i>Dodge Maneuver</i>
-	1 action	1 action	Impromptu, Full-Round Action
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<i>Based on Shield</i>	<i>1 + Parry Prof</i>	<i>1 + Shield Prof</i>	<i>1 + Acrobatics Mod</i>

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

Magic Bonus Misc. Bonus

Maneuver Value "MV"

Unarmed MV *STR + Unarmed +1*

Weapon MV *STR + Melee +1*

Ranged MV *DEX + (Archery or Throw) +1*

Tricky MV *WIT + Subterfuge +1*

_____ MV

Feats & Arcana

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

Attributes & Skills

<i>Strength</i>	d	<i>Endurance</i>	d
Climb	d	Fortitude	d
Lift	d	Run	d
		Swim	d
<i>Agility</i>	d		
Acrobatics	d		
Melee	d	<i>Dexterity</i>	d
Ride	d	Archery	d
Stealth	d	Drive: _____	d
Throw	d	Intrusion	d
Unarmed	d	Legerdemain	d
<i>Intellect</i>	d	<i>Charisma</i>	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	<i>Wits</i>	d
Sailing	d	Art	d
		Disguise	d
		Enigmas	d
<i>Focus</i>	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: _____

Movement

Land: Swim: _____:

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

Additional Traits

Concept, Hopes, and Ideas:



Story Points

Initiative

Wits + Agility Dice

Passive Alertness

Focus + Perception Modifier

Encumbrance & Armor Penalty

-1 to physical actions, doubled for swim and magic

🌀 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:			
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:							

Extended Blessing Sheet

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:

Lined area for backstory text.

Bio

Character bio form with fields: 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

Large empty box for character sketch or house banner.

Allies, Contacts, Retainers, Familiars

Entry form for allies: Name, Type, Concept, Notable Skills/Abilities.

Entry form for allies: Name, Type, Concept, Notable Skills/Abilities.

Entry form for allies: Name, Type, Concept, Notable Skills/Abilities.

Entry form for allies: Name, Type, Concept, Notable Skills/Abilities.