

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"/> |
| 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

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

| | | | |
|--|---|--|---|
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| | d | | d |

Attributes & Skills

| | | | |
|-------------------|---|----------------|---|
| 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: _____

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

