

IDENTITY

CHARACTER NAME		PLAYER		
PEOPLE	CLASS	CLA SPENT / EARNED	SIZE	
CONCEPT / CALLING	CAMPAIGN	PRONOUNS	EXPERIENCE	STUNT SLOTS

DERIVED VALUES

PHYSICAL DEFENSE	ELEMENTAL DEFENSE	SPEED	INITIATIVE	AP MAXIMUM	OTHER MODIFIER

SKILLS AND ATTRIBUTES

ELDRA uses skills as its core attributes. Record specialization or a short note where useful.

SKILL	SPECIALIZATION / NOTE	RANK	SKILL	SPECIALIZATION / NOTE	RANK
BURGLARY			MAGIC		
CONTACTS			MIGHT		
CRAFTS			PERCEPTION		
DEMONISM			REFLEX		
DRIVE			RESOLVE		
FIGHT			SHOOT		
FOCUS			STEALTH		
FORTITUDE			STRIDE		
INFLUENCE			SURVIVAL		
LORE			VAMPIRISM		

STRESS, ACTION POINTS, AND CONSEQUENCES

PHYSICAL STRESS		MENTAL STRESS		AP SPENT	REACTION USED	EXHAUSTION
MAX	CURRENT	MAX	CURRENT			
☐ MILD (2) ☐ MODERATE (4) ☐ SEVERE (6) ☐ EXTRA CONSEQUENCE		 				

CHARACTER

ARMOR, SHIELD, AND PROTECTION

ITEM	PHYS.	ELEM.	REQ. MIGHT	STEALTH	NOTES
ARMOR					
SHIELD					
OTHER					

WEAPONS

WEAPON	SKILL / SPEC.	TYPE	BONUS	DAMAGE / RANGE / NOTES

WEAPON TECHNIQUES

Starting access: up to one Basic technique if its requirements are met.

MASTERY LEVEL		USES / LONG REST	
TECHNIQUE	GRADE	WHEN / AP	EFFECT

INVENTORY AND WEALTH

INVENTORY / CARRIED ITEMS

GOLD

CARRIED LOAD

OTHER CURRENCY

OTHER ASSETS

CHARACTER

MAGIC RESOURCES

Casting normally costs 2 AP. Record the printed Mana Cost for each spell.

SCHOOL OF AFFINITY	MANA MAX	MANA CURRENT	AFFINITY MAX	AFFINITY CURRENT	CONCENTRATING
					☐
CONCENTRATION SPELL / EFFECT					

SPELLS

[illegible]

CHARACTER

STUNTS

Record skill stunts, spell stunts, and other learned stunts.

STUNT / SOURCE	USE / COST	EFFECT

PEOPLE AND CLASS FEATURES

CLASS FEATURES / CLA NODES

PEOPLE FEATURES / CHOICES

NOTES AND RELATIONSHIPS

BACKGROUND, GOALS, AND GENERAL NOTES

ALLIES, RELATIONSHIPS, AND SESSION NOTES