

IDENTITY

CHARACTER NAME

PLAYER

EXPERIENCE

PEOPLE

CONCEPT / CALLING

SIZE

CAMPAIGN

PRONOUNS

STUNT SLOTS

CLASS

CLASS (AND SECOND CLASS)

SUBCLASSES

SKILL TOTAL

CLA SPENT / EARNED

CLASS FEATURE

CLASS RING WARRIOR GUARDIAN MYSTIC ARCANIST SAVANT HUNTER

DERIVED VALUES

PHYSICAL DEFENSE

ELEMENTAL DEFENSE

SPEED

INITIATIVE

AP MAXIMUM

OTHER RESOURCES

SKILLS

SKILL

SPECIALIZATION / NOTE

TRAINED

EFFECTIVE

Burglary

Contacts

Crafts

Demonism

Drive

Fight

Focus

Fortitude

Influence

Lore

SKILL

SPECIALIZATION / NOTE

TRAINED

EFFECTIVE

Magic

Might

Perception

Reflex

Resolve

Shoot

Stealth

Stride

Survival

Vampirism

STRESS, ACTION POINTS, AND CONSEQUENCES

Physical Stress

MAX

CURRENT

Mental Stress

MAX

CURRENT

Action and Exhaustion

AP SPENT

REACTION USED

EXHAUSTION -1 TO ALL SKILLS PER LEVEL

death at Fortitude -2

Mild

Moderate

Extra

Severe

stunt or feature

◆ ARMOR, SHIELD, AND PROTECTION

ITEM	NAME	PHYS.	ELEM.	REQ. MIGHT	STEALTH	NOTES
Armor						
Shield						
Other						

◆ WEAPONS

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

◆ WEAPON TECHNIQUES

At creation: at most one qualifying Basic technique

MASTERY LEVEL

USES PER LONG REST

TECHNIQUE	GRADE	WHEN / AP	EFFECT

◆ INVENTORY AND WEALTH

BACKPACK AND CARRIED ITEMS · DRAW FOR 2 AP

GOLD

OTHER CURRENCY

QUICK ACCESS (3 SLOTS) · 1 AP

OTHER ASSETS

Casting a spell costs 2 AP. Mana column: the cost you pay, after Affinity.

SCHOOL OF AFFINITY

MANA MAX

MANA CURRENT

AFFINITY MAX

AFFINITY CURRENT

CONCENTRATION SPELL / EFFECT

CONCENTRATING

SPELL

LV

MANA

RANGE

DURATION

SCHOOL / KEYWORDS

EFFECT / NOTES

CHARACTER

◆ STUNTS Skill, spell, People, and other stunts

STUNT / SOURCE	USE / COST	EFFECT

◆ CLASS NODES AND PEOPLE FEATURES

SUBCLASS ROOTS AND NODES (CLASS FEATURE ON PAGE 1)

PEOPLE FEATURES AND CHOICES

◆ NOTES, GOALS, AND TIES

BACKGROUND AND GENERAL NOTES

GOALS, TIES, AND SESSION NOTES