

IDENTITY

CHARACTER NAME

PLAYER

EXPERIENCE

PEOPLE

CONCEPT / CALLING

SIZE

CAMPAIGN

PRONOUNS

STUNT SLOTS

CLASS

Class Points: 1 per 4 Skill Total (trained ratings), +1 per trained skill at +5 or higher

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

Specialization required · Effective = trained + People and class modifiers

SKILL	SPECIALIZATION / NOTE	TRAINED	EFFECTIVE	SKILL	SPECIALIZATION / NOTE	TRAINED	EFFECTIVE
Burglary		☐	☐	Magic		☐	☐
Contacts		☐	☐	Might		☐	☐
Crafts 		☐	☐	Perception		☐	☐
Demonism DEMON		☐	☐	Reflex		☐	☐
Drive 		☐	☐	Resolve		☐	☐
Fight 		☐	☐	Shoot 		☐	☐
Focus		☐	☐	Stealth		☐	☐
Fortitude		☐	☐	Stride		☐	☐
Influence		☐	☐	Survival		☐	☐
Lore 		☐	☐	Vampirism VAMPIRE		☐	☐

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 absorbs 2

☐ Moderate absorbs 4

☐ Extra stunt or feature

☐ Severe absorbs 6

◆ 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

CHARACTER

◆ MAGIC RESOURCES

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

☐ CONCENTRATING

◆ SPELLS

SPELL	LV	MANA	RANGE	DURATION	SCHOOL / KEYWORDS	EFFECT / NOTES

CHARACTER

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◆ 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