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
				3	

SKILLS

◆ *Specialization required* · *Effective = trained + People and class modifiers*

SKILL	SPECIALIZATION / NOTE	TRAINED	EFFECTIVE
Burglary		☐	◯
Contacts		☐	◯
Crafts ◆		☐	◯
Demonism DEMON		☐	◯
Drive ◆		☐	◯
Fight ◆		☐	◯
Focus		☐	◯
Fortitude		☐	◯
Influence		☐	◯
Lore		☐	◯

SKILL	SPECIALIZATION / NOTE	TRAINED	EFFECTIVE
Magic		☐	◯
Might		☐	◯
Perception		☐	◯
Reflex		☐	◯
Resolve		☐	◯
Shoot ◆		☐	◯
Stealth		☐	◯
Stride		☐	◯
Survival		☐	◯
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

☐ **Severe** absorbs 6 | ☐ **Extra** stunt or feature

ARMOR, SHIELD, AND PROTECTION

ITEM	NAME	PHYS.	ELEM.	REQ. MIGHT	STEALTH	NOTES
Armor						
Shield		none	none			
Other						

WEAPONS

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

WEAPON TECHNIQUES

At creation: at most one qualifying Basic technique

MASTERY LEVEL

USES PER SHORT 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

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

CONCENTRATION SPELL / EFFECT

SPELLS

SPELL	LV	MANA	RANGE	DURATION	SCHOOL / KEYWORDS	EFFECT / NOTES

ELDRA

CHARACTER

Stunts, Features, and Notes

◆ 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