

Character Name

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Player Name

Species Gender Life Path
Age Height Description

Gift Languages

Constitution
Strength
Determination
Agility
Intelligence



Movement

Agility

Armor

Physical

Elemental

Hitpoints (HP)

HP grid with Critical Injured -2 Dice and Dying Unconscious sections

Actionpoints formula: $Ag/2 * Other = Actionpoints$

Stability formula: $St/2 * 1 * Other = Stability$

Reflexes formula: $Ag/2 * 1 * Other = Reflexes$

Willpower formula: $De/2 * 1 * Other = Willpower$

Defense

Mana and Fate Points dice pools

Table with columns: Skill, Rank, Other, Skill Value. Rows: Melee Fighting, Range Fighting, Unarmed Combat

Combat Skills - Agility

Table with columns: Skill, Rank, Other, Skill Value. Rows: Loading, Perform, Bluff, Diplomacy, Sense Motive, Animal Empathy

Social Skills - Determination

Table with columns: Skill, Rank, Other, Skill Value. Rows: Alchemy, Engineering, Gather Materials, Handicrafts and Art, Smithing, Jewelry, Tailoring, Woodworking

Craftsmanship Skills - Determination

Notes:

Table with columns: Skill, Rank, Other, Skill Value. Rows: Acrobatics, Athletics, Chameleon, Stealth, Ride, Sleight of hand, Perception

Physical Skills - Various

Notes:

Table with columns: Skill, Rank, Other, Skill Value. Rows: General Knowledge, Demonology, Knowledge Planes, Old Knowledge, Heal, Nature Study, Geography, Spellcraft

Knowledge Skills - Intelligence

Notes:

