

STR	WR Modifier	0
	Lift Weight	0
INT	Training Point Adj.	0
	Additional Languages	0
DEX	Initiative Modifier	0
	Critical Hit Reduction	0
CON	Fatigue & HP Mod	0
	Fatigue & HP Recovery	0
CHA	Leadership	0
	Economic Influence	0
POW	Spell Modifier	0
	Essence Bonus / Recovery	0
TOU	Resilience Rating	0
	Grit Rating	0

WR-DV	Dmg Die	WR – DV	Dmg Die
0 or less	1d4	20	4d10 + 1d4
1	1d6	21	4d10 + 1d6
2	1d8	22	4d10 + 1d8
3	1d10	23	5d10
4	1d10 + 1d2	24	5d10 + 1d2
5	1d10 + 1d4	25	5d10 + 1d4
6	1d10 + 1d6	26	5d10 + 1d6
7	1d10 + 1d8	27	5d10 + 1d8
8	2d10	28	6d10
9	2d10 + 1d2	29	6d10 + 1d2
10	2d10 + 1d4	30	6d10 + 1d4
11	2d10 + 1d6	31	6d10 + 1d6
12	2d10 + 1d8	32	6d10 + 1d8
13	3d10	33	7d10
14	3d10 + 1d2	34	7d10 + 1d2
15	3d10 + 1d4	35	7d10 + 1d4
16	3d10 + 1d6	36	7d10 + 1d6
17	3d10 + 1d8	37	7d10 + 1d8
18	4d10	38	8d10
19	4d10 + 1d2	39+	8d10 + 1d2

Character Name	Player	Gender
Ancestry	Height / Weight	Age
Class	Deity	Alignment
Level	XP Gained	ED FD HD
Background	Available CDP	Available TP

Surprise Chance	Movement				
Fate Points	Base	Modified	Total	0	

Armor Type		Fumble Die	Armor Properties			
Condition	N T B D W	Init Mod	ENC	Req STR		

Deflection Value + Grit Rating vs Damage Type									
Acid	Bludgeon	Cold	Electric	Fire	Necrotic	Piercing	Psionic	Radiant	Slashing

Weapon					
Properties					
Weapon Rating	Initiative Mod	STR Req.	DEX Req.		
Condition	N T B D W	Ammo	Skill Mastery	ENC	

Weapon					
Properties					
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Properties					
Weapon Rating	Initiative Mod	STR Req.	DEX Req.		
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Hit Points & Damage			Damage Thresholds			
Hit Points	Hit Point Damage	Hit Points Regained per 8 Hour Rest	Staggered (Resilience Rating)	Stunned (HP x 0.75)	Unconscious (HP)	Dead (HP + 10)
			0	0	0	10

Encumbrance Levels	Calculated Encumbrance	Total Encumbrance	Fatigue Cost	Move Rate Mod	Fatigue Points regained per hour rest	Maximum Fatigue Points	Maximum Essence Points
Light <= (STR x 1)	0	0	+0	0		Fatigue Points (Consumed)	Essence Points (Consumed)
Fair <= (STR x 2)	0		+1	0	Action Points	Favors & Nodes	EP regained per hour rest
Heavy <= (STR x 3)	0		+2	-5	Free Actions	Nodes; Level 1	Nodes; Level 4
Laden <= (STR x 4)	0		+4	-10		Nodes; Level 2	Nodes; Level 5
Taxed	Used if encumbrance carried > Laden value		+8	-15	Action Points	Nodes; Level 3	Divine Favors

[illegible]

Background Traits

Skill	Prof.	Gov. Attrib.	BR	MOD	SM (BR+MOD)
Perception	☐	POW			0
Performance	☐	CHA			0
Persuasion	☐	CHA			0
Religious Knowledge	☐	POW			0
Rune Casting	☐	POW			0
Sage Craft	☐	INT			0
Sleight	☐	DEX			0
Stealth	☐	DEX			0
Throw	☐	DEX			0
Trade Craft	☐	INT			0
Unarmed	☐	STR			0
Urbanism	☐	INT			0
Vehicle	☐	DEX			0
Vigor	☐	CON			0
Weaponry	☐	STR			0
Wilderness	☐	POW			0

Languages	Wealth (1 ENC per 100 coins / gems)		
	Platinum		Gold
	Silver		Copper
<u>Difficulty Ratings</u> Extremely Easy (EE) = +3 BOON Very Easy (VE) = +2 BOON Easy (EA) = +1 BOON Normal (NO) = 0 Hard (HA) = +1 BANE Very Hard (VH) = +2 BANE Extreme (EX) = +3 BANE Phenomenal (PH) = +4 BANE Legendary (LE) = +5 BANE Nigh Impossible (NI) = +6 BANE	Other		