



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

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		

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

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

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

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)

Encumbrance Levels	Calculated Encumbrance	Total Encumbrance	Fatigue Cost	Move Rate Mod	Fatigue Points regained per hour rest	Maximum Fatigue Points Consumed	Maximum Essence Points Consumed
Light <= (STR x 1)			+0	0			
Fair <= (STR x 2)			+1	0	Action Points	Favors & Nodes	EP regained per hour rest
Heavy <= (STR x 3)			+2	-5	Free Actions	Nodes; Level 1	Nodes; Level 4
Laden <= (STR x 4)			+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			
Performance	☐	CHA			
Persuasion	☐	CHA			
Religious Knowledge	☐	POW			
Rune Casting	☐	POW			
Sage Craft	☐	INT			
Sleight	☐	DEX			
Stealth	☐	DEX			
Throw	☐	DEX			
Trade Craft	☐	INT			
Unarmed	☐	STR			
Urbanism	☐	INT			
Vehicle	☐	DEX			
Vigor	☐	CON			
Weaponry	☐	STR			
Wilderness	☐	POW			

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	