Fiendish Fate Character Record Sheet

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

Attributes

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

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

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)

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

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Condition N T B D W	**Skill Mod** **Skill Mastery** **ENC**

Encumbrance Levels	Calculated Encumbrance	Total Encumbrance	Fatigue Cost	Move Rate Mod				
Light < = (STR x 1)			+0	0	**Fatigue Points regained per hour rest**	**Maximum Fatigue Points**		**Maximum Essence Points**
Fair < = (STR x 2)			+1	0		**Fatigue Points (Consumed)**		**Essence Points (Consumed)**
Heavy < = (STR x 3)			+2	-5	**Actions & Action Points**	**Ammunition**		**EP regained per hour rest**
Laden < = (STR x4)			+4	-10	**Free Actions**	**Nodes; Level 1**		**Nodes; Level 4**
						Nodes; Level 2		**Nodes; Level 5**
Taxed	**Used if encumbrance carried > Laden value**		+8	-15	**Action Points**	**Nodes; Level 3**		**Divine Favors**

Items (Common & Magical)	Location	ENC

Items (Common & Magical)	Location	ENC

Ancestral Traits

Background Traits

Skill	Gov. Attrib.	BR	MOD	SM (BR+MOD)
Acrobatics	DEX			
Appraising	INT			
Arcane Knowledge	POW			
Athletics	STR			
Ballistics	DEX			
Cast Spell	POW			
Countervail	POW			
Disable Device	DEX			
Dodge	DEX			
Dungeoneering	INT			
First Aid	POW			
Guile	CHA			
Historical Knowledge	INT			
Improvised Weaponry	STR			
Navigation	INT			
Parry	STR			

Skill	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			

Talent Name	Associated Skill	Description / Page Number

Languages

Wealth (1 ENC per 100 coins / gems)			
Platinum		Gold	
Silver		Copper	
Other			

Difficulty Ratings
Extremely Easy (EE) = +3 ADV | Very Easy (VE) = +2 ADV | Easy (EA) = +1 ADV | Normal (NO) = 0
Hard (HA) = +1 DIS | Very Hard (VH) = +2 DIS | Extreme (EX) = +3 DIS
Phenomenal (PH) = +4 DIS | Legendary (LE) = +5 DIS | Nigh Impossible (NI) = +6 DIS