



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

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

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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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

Encumbrance Levels	Calculated Encumbrance	Total Encumbrance	Fatigue Cost	Move Rate Mod	Fatigue Points regained per hour rest	Maximum Fatigue Points	Maximum Fatigue Points (Consumed)	Maximum Essence Points	Maximum Essence Points (Consumed)
Light <= (STR x 1)			+0	0					
Fair <= (STR x 2)			+1	0	Actions & Action Points	Ammunition		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	

