



Character Name _____ Lineage _____

Player Name _____ Culture _____

Primary Attributes

Body

Strength

Coordination

Toughness

Mind

Intellect

Creativity

Willpower

Spirit

Presence

Awareness

Resilience

Action Table

Action Score	Dice
2	d6
3	d8
4	d10
5	d12
6	2d6
7	d6 + d8
8	d6 + d10
9	d6 + d12
10	3d6
11	2d6 + d8
12	2d6 + d10
13	2d6 + d12
14	4d6

Powers & Abilities

Vitality

Body Vitality	Mind Vitality	Spirit Vitality												
<table><tr><td>Max</td><td>Current</td></tr><tr><td>Str + Tou + Cor</td><td></td></tr></table>	Max	Current	Str + Tou + Cor		<table><tr><td>Max</td><td>Current</td></tr><tr><td>Int + Cre + Wil</td><td></td></tr></table>	Max	Current	Int + Cre + Wil		<table><tr><td>Max</td><td>Current</td></tr><tr><td>Pre + Awa + Res</td><td></td></tr></table>	Max	Current	Pre + Awa + Res	
Max	Current													
Str + Tou + Cor														
Max	Current													
Int + Cre + Wil														
Max	Current													
Pre + Awa + Res														
Body Wounds <input type="text"/>	Mind Wounds <input type="text"/>	Spirit Wounds <input type="text"/>												

Favorite Actions

Action	Attr.	MO	Foc.	Spec.	Misc.	AS/Dice	Effect Mod.
		+	+	+	+	=	
		+	+	+	+	=	
		+	+	+	+	=	
		+	+	+	+	=	
		+	+	+	+	=	
		+	+	+	+	=	
		+	+	+	+	=	
		+	+	+	+	=	
		+	+	+	+	=	
		+	+	+	+	=	
		+	+	+	+	=	
		+	+	+	+	=	

Modus Operandi

MO _____	<input type="text"/>
MO Name	Score
Focuses	Specializations
Score	Score
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
MO _____	<input type="text"/>
MO Name	Score
Focuses	Specializations
Score	Score
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

Defenses

Body Defense

Dodge Cor

Parry Str

Block Tou

Mind Defense Cre

Spirit Defense Awa

Armor

	Score	Armor List
Body	<input type="text"/>	<input type="text"/>
Mind	<input type="text"/>	<input type="text"/>
Spirit	<input type="text"/>	<input type="text"/>

Initiative

Cor + Cre + Awa

Equipment



Character Name _____

Player Name _____

Spellcasting Action Score

Attr.	MO	Foc.	Spec.	Equip.	AS/Dice	Effect Mod.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Spell Name	Range	Area of Effect	Target	Description
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Difficulty Score	Casting Time	Duration	Components	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Spell Name	Range	Area of Effect	Target	Description
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Difficulty Score	Casting Time	Duration	Components	
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<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

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Difficulty Score	Casting Time	Duration	Components	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Action Score

Spellbook: +1 AS if out and able to reference
Extra Time: +1 AS for each move up the time chart
Pre-built Spell: +1 AS if you built the spell in advance
Spell Components: +1 AS if unique or high quality

Difficulty Score

Conditions: +1 DS for violent movement, heavy melee, or other distractions.
Maintaining Spells: +1 DS for each maintained spell
Speak and Gesture: +1 DS if unable to speak in full voice and +1 DS if unable to gesture
Magical Talisman: +1 DS if not brandishing your magical talisman
Components: +1 DS for missing or substandard spell components
Area of Effect: Length/Diameter Range DS + Distance Range DS

Range Modifiers

Self	+0 DS
Reach	+2 DS
Across the Room	+3 DS
Stone's Throw	+6 DS
Bow Shot	+9 DS
Within View	+12 DS

Time

6 seconds
1 minute
15 minutes
1 hour
12 hours
1 day