

BACKGROUND:

HINDRANCE:

NAME:

GOAL:

COMMUNITY:

BELIEFS:

APPEARANCE:

Portrait

ATTRIBUTES

Force

Fortitude

Finesse

Sense

Reason

Willpower

Social

Luck

Spec Train

Adroit

Advanced Tech.

Argument

Art

Brawl

Climbing

Courage

Crafting

Deft

Discipline

Fate

Fortune

Guile

Health

History

Impression

Initiative

Leadership

Martial

Medicine

Might

Morale

Navigation

Personal

Running

Searching

Shooting

Stamina

Stealth

Swimming

Tracking

ADVANCEMENTS

LEVEL

SIZE

STRESS

Hitpoints

Wounds

HEAD

TORSO

HP

W

RIGHT ARM

HP

W

LEFT ARM

HP

W

RIGHT LEG

HP

W

LEFT LEG

HP

W

CONDITIONS

PROTECTIVE GEAR

DESCRIPTORS

LUCK POINTS

Max

Spend 1 Luck point to....

Lucky Break - Reroll a test you just made

But First - Take your turn in a Fight immediately

Consider This - Add a detail to the current scene

Opportunity Strikes - Use Luck(Fortune) for a test.

Lucky Find! - Test Luck(Fate) to gain an item.

WEAPONS		Level 1	advancement
Traits & Flaws:			advancement
Damage:	Ammo:		advancement
Traits & Flaws:			advancement
Level 2	Damage:		
	Ammo:		
	Traits & Flaws:		
	Damage:		
Level 3	Equipment		
	Legacy		
Level 4	Max Heft:		
	Artifact		
	Title:		
	Description:		
Level 5	First Awakening		
	Second Awakening		
Level 6	Third Awakening		
Level 7			

ARCANE ORIGIN:

ENERGY

Max

RECOVERY

1 minute

2 hours

1 hour

4 hours

RECOVERY DIE

Name	Attribute	Cost
Type	Range	Duration
Description:		

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