NAME:

ORIGIN:

Portrait

GOAL:
COMMUNITY:
BELIEFS:

APPEARANCE:

INFLUENCE:

EXPERIENCE:

ASPIRATION:

HINDRANCE: _____

ADVANCEMENTS

- *+1 to an Attribute*
- *Gain 2 Trained skills*
- *Specialize 1 skill*
- *+2 max luck points*
- *+Personal Descriptor*
- *+Combat Descriptor*
- *+Interaction Descriptor*
- *+Arcane Descriptor*

LEVEL

SIZE

HEFT

STRESS

ATTRIBUTES

Force (Grit)

Fortitude (Grit)

Finesse (Grit)

Sense (Grit)

Reason (Grit)

Willpower (Grit)

Social (Grit)

Luck (Grit)

SKILLS

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
◇	◇	_____
◇	◇	_____
◇	◇	_____
◇	◇	_____
◇	◇	_____

HEAD
Hitpoints
Wounds

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

Traits & Flaws:

Damage: | *Ammo:*

Traits & Flaws:

Damage: | *Ammo:*

Traits & Flaws:

Damage: | *Ammo:*

EQUIPMENT

Max Heft:

ARTIFACT:_____

DESCRIPTION:

FIRST AWAKENING

SECOND AWAKENING

THIRD AWAKENING

LEGACY

Level 1	advancement advancement advancement advancement
Level 2	
Level 3	
Level 4	
Level 5	
Level 6	
Level 7	

ARCANE ORIGIN:

MANA

Max

RECOVERY

◯ *1 minute* ◯ *2 hours*

◯ *1 hour* ◯ *4 hours*

RECOVERY DIE