



Character Name _____

Campaign _____

Race _____

Concept _____

Alignment _____

Gender _____

Age _____

Height _____

Weight _____

Motivation _____

Hair _____

Eyes _____

Personality _____

Skin _____

ATTRIBUTES

FATE POINTS

▼ PHYSICAL STATS

▼ SOCIAL STATS

▼ XP EARNED/SPENT

MUS
MUSCLE

PTY
PERSONALITY

AGI
AGILITY

PSN
PERSUASION

END
ENDURANCE

PRS
PRESENCE

MAGIC POINTS
TOTAL INT INS MISC
 = + +

▼ MENTAL STATS

▼ SPIRIT STATS

INT
INTELLECT

CRG
COURAGE

SPIRIT POINTS
TOTAL PSY SFC MISC
 = + +

INS
INSIGHT

SFC
SELF-CONTROL

CUN
CUNNING

PSY
PSYCHE

REACTION
TOTAL AGI CUN MISC
 = + +

SAVES

* ALL SAVES CAN INCLUDE MAGIC DEFENSE IN THE "MISC" BOX.

GRUNT

TOTAL END VITALITY TRUMP MISC
 = + + + +

MIND CONTROL

TOTAL SFC SKILL* TRUMP MISC
 = + + +

FEAR

TOTAL CRG SKILL* TRUMP MISC
 = + + +

MADNESS/
CURSE

TOTAL PSY SKILL* TRUMP MISC
 = + + +

ILLUSION

TOTAL PSY PERCEPTION TRUMP MISC
 = + + +

MUTATION

TOTAL SFC VITALITY TRUMP MISC
 = + + +

* SKILLS: FEAR SAVE, DISCERN OR INTIMIDATE. MADNESS/CURSE SAVE, DISCERN OR FOCUS. MIND CONTROL SAVE, INTIMIDATE, FOCUS, OR STEALTH

DEFENSE

HEALTH POINTS

DEFENSE ROLL (DODGE)

TOTAL DODGE AGI ARMOR END TRUMP SKIN MISC
 = + + + + + +

MAGIC DEFENSE

REGEN.

ARMOR

NAME

BONUS

HINDRANCE

NOTES

ATTACK

ACTION POINTS

WEAPON NAME

TRIP

AP

ATTACK CUN SKILL MUS HURT TRUMP MISC
 = + + + + +

DISARM

RESIST DISARM

PARRY CUN SKILL ARMOR END TRUMP SKIN MISC
 = + + + + + +

RANGE

TYPE

NOTES

WEAPON NAME

TRIP

AP

ATTACK CUN SKILL MUS HURT TRUMP MISC
 = + + + + +

DISARM

RESIST DISARM

PARRY CUN SKILL ARMOR END TRUMP SKIN MISC
 = + + + + + +

RANGE

TYPE

NOTES

WEAPON NAME

TRIP

AP

ATTACK CUN SKILL MUS HURT TRUMP MISC
 = + + + + +

DISARM

RESIST DISARM

PARRY CUN SKILL ARMOR END TRUMP SKIN MISC
 = + + + + + +

RANGE

TYPE

NOTES

SKILLS

MUSCLE RANKS TOTAL

Climb

Lift

Smash

AGILITY RANKS TOTAL

Dodge

Gymnastics

Thievery

ENDURANCE RANKS TOTAL

Run

Swim

Vitality

INTELLECT RANKS TOTAL

Focus

Healing

Linguistics

INSIGHT RANKS TOTAL

Discern

Lore

Machinery

CUNNING RANKS TOTAL

Perception

Search

Stealth

PERSONALITY RANKS TOTAL

Animal Control

Leadership

Seduce

PERSUASION RANKS TOTAL

Bluff

Negotiate

Taunt

PRESENCE RANKS TOTAL

Disguise

Intimidate

Performance

OCCUPATION RANKS

WEAPONS/MAGIC RANKS

WEAPONS/MAGIC RANKS

RACIAL INFORMATION & LANGUAGES

INVENTORY & WEALTH

TRUMPS & FAULTS

NAME	COST	NOTES	PAGE
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SPECIAL POWERS

NAME	RANKS	NOTES	PAGE
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