

Character

Kin

Vocation

Motivation

Nature

Allegiance

Culture

XP

Level



Stats					Special Abilities					Background Options				
Stat name	Base	Kin	Spec	Tot										
Brawn	BRN													
Swiftness	SWI													
Fortitude	FOR													
Wits	WIT													
Wisdom	WSD													
Bearing	BEA													

Skills									Spell Lore								
Skill Name	Stat	# Ranks	Rank	Voc	Kin	Spec	Item	TOT	Spell Lore	Stat	# Ranks	Rank	Voc	Kin	Spec	Item	Tot
Armor																	
Development Points per Level																	
Armor (no Stat)																	
Combat																	
Development Points per Level																	
Blunt (BRN)																	
Blades (BRN*)																	
Ranged (SWI)																	
Polearms (BRN)																	
Brawl (BRN)																	
Adventuring																	
Development Points per Level																	
Athletics (BRN)																	
Ride (SWI)																	
Hunting (WIT)																	
Nature (WSD)																	
Wandering (WSD)																	

Roguary									Drive Points					Hit Points				
Development Points per Level									1 2 3 4 5					Kin Max Special				
Acrobatics (BRN)									Kin Base					Bruised HP Total				
Stealth (BRN)*									Magic Points					Wounds				
Locks & Traps (WIT)									Kin Stat					Bleed Stun Penalties				
Perception (WSD)									Special					Conditions				
Deceive (WIT)									Stat Gain per Level					Injuries				
									Voc Gain per Level					Armor				
									Magic Points Total					Armor Type				
Lore									Wealth					Zones Protected				
Development Points per Level									Wealth Level					Armor Qualities				
Arcana (WIT)									Status					Shield Type				
Charisma (BEA)									Movement					SWI Bonus Shield Bonus				
Cultures (WIT)									Encumbrance Level					Item Bonus Special Bonus				
Healer (WSD)									Move Rate					Melee DEF Ranged DEF				
Songs & Tales (BEA)									Save Rolls					FOR Level Kin Spec TSR				
									WSD Level Kin Spec WSR									
Body																		
Development Points per Level																		
Body (FOR)																		

## Equipment

## Experience Points Tracking

<i>You travelled to or explored a location you've never seen before.</i>	<input type="checkbox"/>
<i>You faced dangerous foes and/or difficult situations.</i>	<input type="checkbox"/>
<i>You completed a mission or quest, or ended a significant story arc.</i>	<input type="checkbox"/>
<i>You suffered a life-threatening wound or survived a serious threat to your life.</i>	<input type="checkbox"/>
<i>You discovered secrets of an ancient past, or recovered ancient artifacts or treasures.</i>	<input type="checkbox"/>
<i>You worked hard or suffered hardship to help your companions.</i>	<input type="checkbox"/>
<i>Your magic spells helped solve a difficult situation.</i>	<input type="checkbox"/>
<i>You interacted with another named character in a meaningful way.</i>	<input type="checkbox"/>
<i>Your wisdom or healing arts helped save the day.</i>	<input type="checkbox"/>
<i>You had a clever idea that helped solve a tangled situation, or succeeded in a spectacular way when everything seemed lost.</i>	<input type="checkbox"/>
<i>You actively took part in the game session.</i>	<input type="checkbox"/>

## Notes

## Weapons & Attacks

[illegible]

## Armor & Protection

<i>Armor Name</i>	<i>Armor Type</i>	<i>Max SWI</i>	<i>Move Penalty</i>	<i>CMB Penalty</i>	<i>Perc. Penalty</i>	<i>Melee Bonus</i>	<i>Ranged Bonus</i>

## Hit Points Tracking

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## Riding Animal

Name _____				
Animal Type _____			Ride Bonus _____	
Move _____	Attack Type _____	CMB _____	DEF _____	HP _____
Notes _____				

## Magic Points Tracking

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## Companion Animal

Name					
Animal Type					
Move	Attack Type	CMB	DEF	HP	
Notes					

## Heroic Path

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100