Name/character | Archetype | Player

Tier **Ave** 350 | creation done | XP available 350 | XP earned | notes

| alt die | b.die | skill | **General:** | (B) | cost |
|---|---|---|---|---|---|
| | | | Evaluate | | |
| | | | Investigate | | |
| | | | Medicine | | |
| | | | Negotiate | | |
| | | | Notice | | |
| | | | Resources | | |
| | | | Ruse | | |
| | | | Survival | | |

| alt die | b.die | skill | **Combat:** | (B): | cost |
|---|---|---|---|---|---|
| | | | Blades | | |
| | | | Clubs | | |
| | | | Demolitions | | |
| | | | Flexible Weapons | | |
| | | | Pistol | | |
| | | | Rifle | | |
| | | | Siege | | |
| | | | Tactics | | |

| alt die | b.die | skill | **Learning:** | (B): | cost |
|---|---|---|---|---|---|
| | | | Cipher | | |
| | | | Geography | | |
| | | | History | | |
| | | | Language | 1N | |
| | | | Law | | |
| | | | Mathematics | | |
| | | | Mechanics | | |
| | | | Science | | |

| alt die | b.die | skill | **Sports:** | (B): | cost |
|---|---|---|---|---|---|
| | | | Archery | | |
| | | | Athletics | | |
| | | | Concentrate | | |
| | | | Gymnastics | | |
| | | | Pilot | 0 | |
| | | | Sneak | | |
| | | | Throwing | | |
| | | | Unarmed Combat | | |

| alt die | b.die | skill | **Magic:** | (D) | cost |
|---|---|---|---|---|---|
| | | | Apothecary | | |
| | | | Arcana | | |
| | | | Erudite | | |
| | | | Identify | | |
| | | | Planes | | |
| | | | Qabalism | | |
| | | | Religion | | |
| | | | Spellcasting | | |

**Attributes**

| | | | cost |
|---|---|---|---|
| **Brawn** | | | *Combat (I)* |
| **Coordination** | | | *Sports* |
| **Durability** | | | *Recovery* |
| **Intuition** | | | *Combat (I)* |
| **Presence** | | | *Learning* |
| **Reason** | | | *Learning* |
| **Swiftness** | | | *Sports (I)* |
| **Will** | | | *Recovery* |

**Condition Monitor**

| physical | | | non-lethal |
|---|---|---|---|
| No Change | 1 | 1 | No Change |
| No Change | 2 | 2 | No Change |
| 1 Coordination | 3 | 3 | 1 Coordination |
| No Change | 4 | 4 | No Change |
| -1 Durability | 5 | 5 | -1 Durability |
| -1 Swiftness | 6 | 6 | -1 Swiftness |
| -1 Recovery | 7 | 7 | -1 Recovery |
| Unconscious | 8 | 8 | Unconscious |
| | | | |

**Circles**

Initiative | alt die

Hero

Recovery | alt die

Combat

Sports

Learning

**Defenses**

0 **Mental Defense** *(Concentration + Will) /2*

**Martial Defenses** *(<skill> + Swiftness) / 2*

0 vs Ranged *Tactics + Will ) / 2*

0 vs Melee *Unarmed Combat + Will ) / 2*

*+ Will ) / 2*

*+ Will ) / 2*

alt die | b.die

0 **Damage Mitigation**

*Durability vs attack Advance #, +1 per Advance*

max **13pts** Advantages @ creation — **5 free**

| **Advantages/Disads** | post creation? | 0 xp | other details | Damage | Weapon |
|---|---|---|---|---|---|
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | notes | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

| Token | **Spell** | Threshold | Advance | Cast time | Range | Duration |
|---|---|---|---|---|---|---|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

Name/character | Archetype | Player | Nationality | Home country | Home town / residence

Ethnicity | Gender | Complexion | Eyes | Hair | Height | Weight | Age | Religion

Background

Birthmarks, scars, tattoos, or other distinguishing features

Commonly carried gear and other notes

post creation

**Advantages/Disads** xp other details

Token **Spell** Threshold Advance Cast time Range Duration

(base) Resources:

current experience total:

**extended resources test(s)**

| | **event** | **XP** | play date | DU | duL | location | in game date | + | - |
|---|---|---|---|---|---|---|---|---|---|
| 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 | | | | | | | | | |