

Beta 12.0

11/23/2024

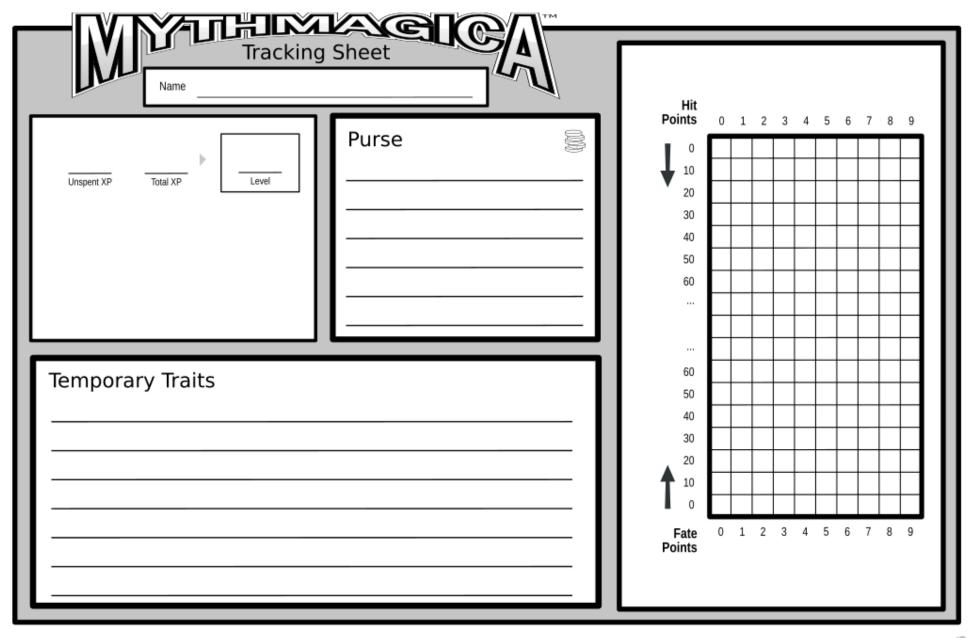
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Combat Characteristics Main Sheet Raw Stability Hit Points Stability Fate Points (TN+PC+10) Player Game Master Weapon in Hand Max # Classes Classes: (1+Level/2) Weapon Raw Defense (TN+AG+10) Shield Armor Defense Bonus Encumbrance Armor Ward Ward Natural Shield & Armor Magic Limit (WS+4) Daily Healing Rate (Hit Points / 7) Speed Penalty Attributes_{AC:} Gifts, Flavors, & Flaws Attribute Bonuses



Guts Used	0 1 2 3	4 5 6 7 8 9	1 1 1 1 1 1 1 1 1 1 1 1 1 1 8 1 1 8 1	1 2 2 2 2 2 2 2 2 2 2 3 4 5 6 7 8 9 0	3 3 3 3 3 3 3 3 3 3 3 3 3 4 4 4 4 4 4 5 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5	4 4 4 4 5 5 5 5 5 5 5 5 5 5 5 6 6 6 6 6
Glory Status	1	2	3	4	5	6

Equipment Sheet Name

Belt-Pouch		

Backpack

Armor Pieces, Clothing, & Jewelry List articles below. Label areas with the letter designations of the articles. Separate multiple articles by a comma. In cases where the articles differ front to back, partition them with a '/'. For example: c,d/e Articles Enc. Ward Totals



Close Combat Weapons Use best rank bonus from all sources. Expert = +4, Specialized = +3, Versed = +2 Reviewed = +1, Schooled = +0 VG for all Close Combat Weapons											
Weapon Name	Damage	Parry	Base	XP Spent	Raw Rank		ank onus R	ank	Tempo	Attr. : Adj. ,	Attack ' Bonus '
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Natural Weapons					_	_	Level	_	_	_ ;	
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Range Weapons								Thro	AC for all Thrown, Shot, & Fired Weapons				
Damage	Range	Base		XP Spent		Raw Rank	Rank Bonus		Rank	Tempo	Attr. Adj.	, Attac Bonu	
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	Damage	Damage Range	Damage Range Base	Damage Range Base	Damage Range Base XP Spent	Damage Range Base XP Spent	Damage Range Base XP Spent Rank	Damage Range Base XP Spent Rank Bonus	Damage Range Base XP Spent Rank Bonus F + = + = + = + = + = + = + = +	Damage Range Base XP Spent Raw Bonus Rank + = + + = + + = + + = + + = + + = +	Damage Range Base XP Spent Rank Bonus Rank Tempo + = + + + + + + + + + + + + + + + + +	Damage Range Base XP Spent Rank Bonus Rank Tempo Adj.	Damage Range Base XP Spent Rank Bonus Rank Tempo Adj. Attr. Attau Bonus Rank Tempo Adj.

Entrapment Weapons				Evnert-14 Specialized - 13 Versed-1711						for Melee for Range		
Weapon Name	Damage / Setback	Parry / Range	Base	XP Spent	Raw Rank	Rank Bonus	Rank	Tempo	Attr. Adj.	- Attack - Bonus		
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Skills								
Skill Name	Notes	Base	XP Spent	Raw Rank	Rank Bonus	Rank	Attr. Adj.	Roll Bonus
Ballistics	AC	96		<u> </u>	+	=	+:	
Jack-of-all-Trades	AC	96	þ.	þ.	+	=	+ :	= :
Knowledge	IN	96	þ.	þ.	+	=	+	- :
Melee	VG	96	>	>	+	=	+	-: :
Searching	PC	48	þ.	þ.	+	=	+ :	=;;
Sneaking	GR	48	Þ.	þ.	+	=	+ :	=;;
Strong-Arming	VG	32	þ.	þ.	+	=	+ :	::
Trickery	AC	64	þ.	þ.	+	=	+ :	€:
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Skills									- ,
Skill Name	Notes	Base	XP Spent	Raw Rank	Rank Bonus	Rank		Roll Bonus	:
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Ancostru	Priority Grid
Ancestry Beckonings Race Sex Lineage Social Status	MOOB P Ancestry Beckoning Race & Lineage Relationships Social Status
Languages	
Relationships	
Opportune Relationships	
Traits I am Loyal to my Party	



	Pagan Discipline Fortune Judgement Observance	Base XP Spent 16 16 16	+ +	Rank =
Pagan Discipline Ranks Pagan Spell Name	Notes		Setback Cast Cost Reqs	. Range
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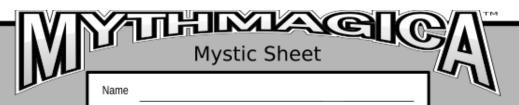
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	Pagan Discipline Ranks Spell Name	Notes	Setback Cost	Cast Reqs.	Range
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Occult Lores						
Lore Name	Notes	Base	XP Spent	Raw Rank		Rank
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Occult Domain	of Spelli	oook
Occult Lores Use a separate sheet for every m (e.g. Wizardry, Sorcery, Witchcre	ajor occult d sft, Alchemy,	omain etc.)
Occult Lore Ranks Spell Name	Setback Cost	Cast Regs.
	- —	



	Mystical Discipline	Base	XP Spent		Rank Bonus Rank
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				—	= _
Mystical Discipline Ranks				_	=_
Mystical Power Name			Setback Cost	Cast Reqs.	Range
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	Instrument	Base	XP Spent	Raw Rank	Rank Bonus	Rank
	Playing Brass	16			+	
	Playing Percussion	16			+	
	Playing Strings	16			+	
	Playing Woodwinds	16		<u> </u>	+	
	Singing	16	<u> </u>	<u> </u>	+	_
Instrument Ranks	Music	64		<u> </u>	+	
Musical Score Name			Setback Cost		Range	
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