

CHARACTER

CHARACTER NAME: **Tristan Hightower**

SPECIES/ARCHETYPE: **Rune Fencer**

CAREER:

PLAYER:



SOAK VALUE

5

WOUNDS

14	
THRESHOLD	CURRENT

STRAIN

13	
THRESHOLD	CURRENT

DEFENSE

RANGED	MELEE

CHARACTERISTICS

4

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

SKILLS

GENERAL SKILLS	SETTING?	CAREER?	RANK
ALCHEMY (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
ASTRO CARTOGRAPHY (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
ATHLETICS (BR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
COMPUTERS (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
COOL (PR)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="text"/>
COORDINATION (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
DISCIPLINE (WILL)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="text"/>
DRIVING (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
MECHANICS (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
MEDICINE (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
OPERATING (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
PERCEPTION (CUN)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
PILOTING (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
RESILIENCE (BR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
RIDING (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
SKULDUGGERY (CUN)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
STEALTH (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
STREETWISE (CUN)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
SURVIVAL (CUN)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
VIGILANCE (WILL)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="text"/>

COMBAT SKILLS	SETTING?	CAREER?	RANK
BRAWL (BR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
GUNNERY (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
MELEE (BR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
MELEE-HEAVY (BR)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
MELEE-LIGHT (BR)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
RANGED (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
RANGED-HEAVY (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
RANGED-LIGHT (AG)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>

SOCIAL SKILLS	SETTING?	CAREER?	RANK
CHARM (PR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
COERCION (WILL)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
DECEPTION (CUN)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
LEADERSHIP (PR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
NEGOTIATION (PR)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>

KNOWLEDGE SKILLS	SETTING?	CAREER?	RANK
KNOWLEDGE (INT)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>

MAGIC SKILLS	SETTING?	CAREER?	RANK
ARCANA (INT)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="text"/>
DIVINE (WILL)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
PRIMAL (CUN)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>

CUSTOM SKILLS	SETTING?	CAREER?	RANK
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>

WEAPONS

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Dwarven Spear	Melee (Heavy)	+4 (8)	3	Engaged	Accurate 1

115

TOTAL XP

15

AVAILABLE XP

MOTIVATIONS

STRENGTH: Idealistic _____

FLAW: Anger _____

DESIRE: Safety _____

FEAR: Isolation _____

CHARACTER ILLUSTRATION

CHARACTER DESCRIPTION

GENDER: _____

AGE: _____

HEIGHT: _____

BUILD: _____

HAIR: _____

EYES: _____

NOTABLE FEATURES: _____

MONEY: 115

EQUIPMENT LOG

WEAPONS & ARMOR: _____

Leather Armor

PERSONAL GEAR: _____

Fine Cloak (remove [Setback] from Charm, Deception, Leadership checks)
4x Healing Potion

NOTES

CRITICAL INJURIES

SEVERITY	RESULT
◆◆◆◆	_____
◆◆◆◆	_____
◆◆◆◆	_____
◆◆◆◆	_____

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY
_____	▷	_____
_____	▷	_____
_____	▷	_____
_____	▷	_____
_____	▷	_____
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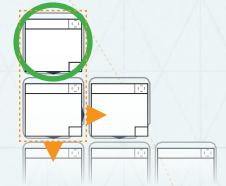
TALENT PYRAMID



PURCHASING TALENTS

This sheet tracks the talents that you purchase for your character. When you purchase your character's first Tier 1 talent, record it in the upper leftmost box in the Tier 1 column.

When purchasing talents, your character must have more talents in a tier than they do in the next highest tier.



TALENT	ACTIVE?
Respected: Noble	<input type="checkbox"/>
Downgrade social checks vs Nobles	
PAGE #	

TALENT	ACTIVE?
Parry	<input type="checkbox"/>
PAGE #	

TALENT	ACTIVE?
Physical Training	<input type="checkbox"/>
Add [Boost] to Athletics and Resilience checks	
PAGE #	

TALENT	ACTIVE?
Second Wind	<input type="checkbox"/>
Once per encounter, recover Strain by ranks	
PAGE #	

TALENT	ACTIVE?
Instill	<input type="checkbox"/>
3 Strain, Average Arcane check for 1 Boost to ally in Medium range for number of rounds per Success	
PAGE #	

TALENT	ACTIVE?
	<input type="checkbox"/>
PAGE #	

TALENT	ACTIVE?
Grit	<input type="checkbox"/>
PAGE #	

TALENT	ACTIVE?
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PAGE #	

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TALENT	ACTIVE?
	<input type="checkbox"/>
PAGE #	

TIER 1
5XP

TIER 2
10XP

TIER 3
15XP

TIER 4
20XP

TIER 5
25XP