

Character Class
Player Level
Career Title Renown
Ancestry

Career
Complication
Languages

Culture Environment
Organization
Upbringing

MGT	AGL	REA	INU	PRS
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Stamina *Max*
Winded
½ Max

Recoveries *Max*
Value

Size	Weight	Reach	Speed	Stability
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Victories

Resource *Name*

Melee Free Strike

Keywords *Attack, Melee, Weapon* Type *Action*
Distance *Reach* Target *1 creature or object*

Power Roll + Characteristics
{ <11 }
12-16
17+ }

Ranged Free Strike

Keywords *Attack, Melee, Weapon* Type *Action*
Distance *Ranged* Target *1 creature or object*

Power Roll + Characteristics
{ <11 }
12-16
17+ }

Kit Equipment

Melee Weapon DMG+ Ranged Weapon DMG+ Magic DMG+
{ <11 } 12-16 17+ } { <11 } 12-16 17+ } { <11 } 12-16 17+ }

Area+ Stability+
Distance+ Stamina+
Reach+ Speed+
Mobility+

Kit Signature Ability

Keywords Type
Distance Target
Power Roll + Characteristics
{ <11 }
12-16
17+ }
Extra Effect

Triggered Action

Keywords Type *Triggered*
Distance Target
Trigger
Effect
Extra

Signature Ability

Keywords Type
Distance Target
Power Roll + Characteristics
{ <11 }
12-16
17+ }
Effect

Heroic Ability

Keywords Type
Distance Target
Power Roll + Characteristics
{ <11 }
12-16
17+ }
Effect

Heroic Ability

Keywords Type
Distance Target
Power Roll + Characteristics
{ <11 }
12-16
17+ }
Effect

Crafting Skills	
Alchemy	<div></div>
Architecture	<div></div>
Blacksmithing	<div></div>
Fletching	<div></div>
Forgery	<div></div>
Jewelry	<div></div>
Mechanics	<div></div>
Tailoring	<div></div>

Crafting Skills	
Alchemy	<div></div>
Architecture	<div></div>
Blacksmithing	<div></div>
Fletching	<div></div>
Forgery	<div></div>
Jewelry	<div></div>
Mechanics	<div></div>
Tailoring	<div></div>

Climb	
Drive	
Endurance	
Gymnastics	
Heal	
Jump	
Lift	
Navigate	
Ride	
Swim	

Climb	
Drive	
Endurance	
Gymnastics	
Heal	
Jump	
Lift	
Navigate	
Ride	
Swim	

Brag	
Empathize	
Flirt	
Gamble	
Handle Animals	
Interrogate	
Intimidate	
Lead	
Lie	
Music	
Persuade	
Read Person	

Brag	
Empathize	
Flirt	
Gamble	
Handle Animals	
Interrogate	
Intimidate	
Lead	
Lie	
Music	
Persuade	
Read Person	

Alertness	
Conceal Object	
Disguise	
Eavesdrop	
Escape Artist	
Hide	
Performance	
Pick Lock	
Pick Pocket	
Sabotage	
Search	
Sneak	
Track	

Alertness	
Conceal Object	
Disguise	
Eavesdrop	
Escape Artist	
Hide	
Performance	
Pick Lock	
Pick Pocket	
Sabotage	
Search	
Sneak	
Track	

Culture	
Criminal Underworld	
History	
Magic	
Monsters	
Nature	
Psionics	
Religion	
Rumors	
Society	
Timescape	

Culture	
Criminal Underworld	
History	
Magic	
Monsters	
Nature	
Psionics	
Religion	
Rumors	
Society	
Timescape	

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Languages

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Environment

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Character CONDUIT
Player Level
Career Title Renown
Ancestry

Career
Complication
Languages

Culture Environment
Organization
Upbringing

MGT	AGL	REA	INU	PRS
-----	-----	-----	-----	-----

Stamina *Max*
Winded
½ Max

Recoveries *Max*
Value

Size	Weight	Reach	Speed	Stability
------	--------	-------	-------	-----------

Victories

Resource *Name*

Melee Free Strike

Keywords *Attack, Melee, Weapon* Type *Action*
Distance *Reach* Target *1 creature or object*

Power Roll + Characteristics
<11
12-16
17+

Ranged Free Strike

Keywords *Attack, Melee, Weapon* Type *Action*
Distance *Ranged* Target *1 creature or object*

Power Roll + Characteristics
<11
12-16
17+

Kit Equipment

Melee Weapon DMG+	Ranged Weapon DMG+	Magic DMG+
<11 / 12-16 / 17+	<11 / 12-16 / 17+	<11 / 12-16 / 17+
Area+	Stability+	
Distance+	Stamina+	
Reach+	Speed+	
Mobility+		

Kit Signature Ability

Keywords Type
Distance Target
Power Roll + Characteristics
<11
12-16
17+
Extra Effect

Triggered Action

Keywords Type *Triggered*
Distance Target
Trigger
Effect
Extra

Signature Ability

Keywords Type
Distance Target
Power Roll + Characteristics
<11
12-16
17+
Effect

Heroic Ability

Keywords Type
Distance Target
Power Roll + Characteristics
<11
12-16
17+
Effect

Heroic Ability

Keywords Type
Distance Target
Power Roll + Characteristics
<11
12-16
17+
Effect

Character **ELEMENTALIST**
Player Level
Career Title Renown
Ancestry

Career
Complication
Languages

Culture Environment
Organization
Upbringing

MGT	AGL	REA	INU	PRS
-----	-----	-----	-----	-----

Stamina *Max*
Winded
½ Max

Recoveries *Max*
Value

Size	Weight	Reach	Speed	Stability
------	--------	-------	-------	-----------

Victories

Resource *Name*

Melee Free Strike

Keywords *Attack, Melee, Weapon* Type *Action*
Distance *Reach* Target *1 creature or object*

Power Roll + Characteristics
<11
12-16
17+

Ranged Free Strike

Keywords *Attack, Melee, Weapon* Type *Action*
Distance *Ranged* Target *1 creature or object*

Power Roll + Characteristics
<11
12-16
17+

Kit Equipment

Melee Weapon DMG+	Ranged Weapon DMG+	Magic DMG+
<11 12-16 17+	<11 12-16 17+	<11 12-16 17+
Area+	Stability+	
Distance+	Stamina+	
Reach+	Speed+	
Mobility+		

Kit Signature Ability

Keywords Type
Distance Target
Power Roll + Characteristics
<11
12-16
17+
Extra Effect

Kit Ward

Triggered Action

Keywords Type *Triggered*
Distance Target
Trigger
Effect
Extra

Signature Ability

Keywords Type
Distance Target
Power Roll + Characteristics
<11
12-16
17+
Effect

Heroic Ability

Keywords Type
Distance Target
Power Roll + Characteristics
<11
12-16
17+
Effect

Heroic Ability

Keywords Type
Distance Target
Power Roll + Characteristics
<11
12-16
17+
Effect

Character FURY
Player Level
Career Title Renown
Ancestry

MGT	AGL	REA	INU	PRS
-----	-----	-----	-----	-----

Stamina *Max*
Winded
½ Max

Recoveries *Max*
Value

Size	Weight	Reach	Speed	Stability
------	--------	-------	-------	-----------

Victories

Resource *Name*

Melee Free Strike

Keywords *Attack, Melee, Weapon* Type *Action*
Distance *Reach* Target *1 creature or object*

Power Roll + Characteristics

<11
12-16
17+

Ranged Free Strike

Keywords *Attack, Melee, Weapon* Type *Action*
Distance *Ranged* Target *1 creature or object*

Power Roll + Characteristics

<11
12-16
17+

Career
Complication
Languages

Kit	Equipment
Melee Weapon DMG+ <11 / 12-16 / 17+	Ranged Weapon DMG+ <11 / 12-16 / 17+
Magic DMG+ <11 / 12-16 / 17+	
Area+	Stability+
Distance+	Stamina+
Reach+	Speed+
Mobility+	

Kit Signature Ability

Keywords Type

Distance Target

Power Roll + Characteristics

<11
12-16
17+

Extra Effect

Triggered Action

Keywords Type *Triggered*

Distance Target

Trigger

Effect

Extra

Culture Environment
Organization
Upbringing

Signature Ability

Keywords Type

Distance Target

Power Roll + Characteristics

<11
12-16
17+

Effect

Heroic Ability

Keywords Type Cost

Distance Target

Power Roll + Characteristics

<11
12-16
17+

Effect

Heroic Ability

Keywords Type Cost

Distance Target

Power Roll + Characteristics

<11
12-16
17+

Effect

Class	FURY
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Alchemy	
Architecture	
Blacksmithing	
Fletching	
Forgery	
Jewelry	
Mechanics	
Tailoring	

Climb

Drive
Endurance
Gymnastics
Heal
Jump
Lift
Navigate
Ride
Swim

Brag

Empathize	
Flirt	
Gamble	
Handle Animals	
Interrogate	
Intimidate	
Lead	
Lie	
Music	
Persuade	
Read Person	

Alertness

Conceal Object	
Disguise	
Eavesdrop	
Escape Artist	
Hide	
Performance	
Pick Lock	
Pick Pocket	
Sabotage	
Search	
Sneak	
Track	

Culture

Criminal Underworld	
History	
Magic	
Monsters	
Nature	
Psionics	
Religion	
Rumors	
Society	
Timescape	

Complication

Benefit

Culture

Languages
Environment

Organization

Upbringing

Career

Skills

Languages

Renown

Project

Points

Career Title

Rage

2

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Notes

Class	FURY
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Character SHADOW
Player Level
Career Title Renown
Ancestry

Career
Complication
Languages

Culture Environment
Organization
Upbringing

MGT	AGL	REA	INU	PRS
-----	-----	-----	-----	-----

Stamina *Max*
Winded
½ Max

Recoveries *Max*
Value

Size	Weight	Reach	Speed	Stability
------	--------	-------	-------	-----------

Victories

Resource *Name*

Melee Free Strike

Keywords *Attack, Melee, Weapon* Type *Action*
Distance *Reach* Target *1 creature or object*

Power Roll + Characteristics

<11
12-16
17+

Ranged Free Strike

Keywords *Attack, Melee, Weapon* Type *Action*
Distance *Ranged* Target *1 creature or object*

Power Roll + Characteristics

<11
12-16
17+

Kit Equipment

Melee Weapon DMG+	Ranged Weapon DMG+	Magic DMG+
<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/>	<input type="text"/> <input type="text"/> <input type="text"/>
Area+	Stability+	
Distance+	Stamina+	
Reach+	Speed+	
Mobility+		

Kit Signature Ability

Keywords Type
Distance Target
Power Roll + Characteristics

<11
12-16
17+

Extra Effect

Triggered Action

Keywords Type *Triggered*
Distance Target
Trigger
Effect

Extra

Signature Ability

Keywords Type
Distance Target
Power Roll + Characteristics

<11
12-16
17+

Effect

Heroic Ability

Keywords Type Cost
Distance Target
Power Roll + Characteristics

<11
12-16
17+

Effect

Heroic Ability

Keywords Type Cost
Distance Target
Power Roll + Characteristics

<11
12-16
17+

Effect

Crafting Skills

- Alchemy
- Architecture
- Blacksmithing
- Fletching
- Forgery
- Jewelry
- Mechanics
- Tailoring

Exploration Skills

Climb	<div><div></div></div>
Drive	<div><div></div></div>
Endurance	<div><div></div></div>
Gymnastics	<div><div></div></div>
Heal	<div><div></div></div>
Jump	<div><div></div></div>
Lift	<div><div></div></div>
Navigate	<div><div></div></div>
Ride	<div><div></div></div>
Swim	<div><div></div></div>

Exploration Skills

Climb	<div><div></div></div>
Drive	<div><div></div></div>
Endurance	<div><div></div></div>
Gymnastics	<div><div></div></div>
Heal	<div><div></div></div>
Jump	<div><div></div></div>
Lift	<div><div></div></div>
Navigate	<div><div></div></div>
Ride	<div><div></div></div>
Swim	<div><div></div></div>

Interpersonal Skills

Brag	<div><div></div></div>
Empathize	<div><div></div></div>
Flirt	<div><div></div></div>
Gamble	<div><div></div></div>
Handle Animals	<div><div></div></div>
Interrogate	<div><div></div></div>
Intimidate	<div><div></div></div>
Lead	<div><div></div></div>
Lie	<div><div></div></div>
Music	<div><div></div></div>
Persuade	<div><div></div></div>
Read Person	<div><div></div></div>

Interpersonal Skills

Brag	<div><div></div></div>
Empathize	<div><div></div></div>
Flirt	<div><div></div></div>
Gamble	<div><div></div></div>
Handle Animals	<div><div></div></div>
Interrogate	<div><div></div></div>
Intimidate	<div><div></div></div>
Lead	<div><div></div></div>
Lie	<div><div></div></div>
Music	<div><div></div></div>
Persuade	<div><div></div></div>
Read Person	<div><div></div></div>

Intrigue Skills

Alertness	<div><div></div></div>
Conceal Object	<div><div></div></div>
Disguise	<div><div></div></div>
Eavesdrop	<div><div></div></div>
Escape Artist	<div><div></div></div>
Hide	<div><div></div></div>
Performance	<div><div></div></div>
Pick Lock	<div><div></div></div>
Pick Pocket	<div><div></div></div>
Sabotage	<div><div></div></div>
Search	<div><div></div></div>
Sneak	<div><div></div></div>
Track	<div><div></div></div>

Intrigue Skills

Alertness	<div><div></div></div>
Conceal Object	<div><div></div></div>
Disguise	<div><div></div></div>
Eavesdrop	<div><div></div></div>
Escape Artist	<div><div></div></div>
Hide	<div><div></div></div>
Performance	<div><div></div></div>
Pick Lock	<div><div></div></div>
Pick Pocket	<div><div></div></div>
Sabotage	<div><div></div></div>
Search	<div><div></div></div>
Sneak	<div><div></div></div>
Track	<div><div></div></div>

Lore Skills	
Culture	<div><div></div></div>
Criminal Underworld	<div><div></div></div>
History	<div><div></div></div>
Magic	<div><div></div></div>
Monsters	<div><div></div></div>
Nature	<div><div></div></div>
Psionics	<div><div></div></div>
Religion	<div><div></div></div>
Rumors	<div><div></div></div>
Society	<div><div></div></div>
Timescape	<div><div></div></div>

Lore Skills	
Culture	<div><div></div></div>
Criminal Underworld	<div><div></div></div>
History	<div><div></div></div>
Magic	<div><div></div></div>
Monsters	<div><div></div></div>
Nature	<div><div></div></div>
Psionics	<div><div></div></div>
Religion	<div><div></div></div>
Rumors	<div><div></div></div>
Society	<div><div></div></div>
Timescape	<div><div></div></div>

Class SHADOW

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Drawback

Ancestry	

Culture

Languages

Environment

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Organization

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Culture
Languages
Environment
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Organization
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	Culture
Languages	
Environment	
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Organization	
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Organization

Upbringing

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<h2 style="text-align: center;">Career</h2>	
<p>Skills</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p>	

<h2 style="text-align: center;">Career</h2>	
<p>Skills</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p>	

Languages

Renown

Renown	
Project	Points
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Project	Points
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Project	Points
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Career Title _____

Notes

Maneuvers

This image shows a full page of primary-ruled paper. It features ten sets of horizontal lines. Each set consists of a solid top line, a dashed middle line, and a solid bottom line, providing a guide for letter height and placement. The paper is otherwise blank, with no text or markings other than the ruling lines.

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Character TACTICIAN
Player Level
Career Title Renown
Ancestry

MGT	AGL	REA	INU	PRS
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Stamina *Max*
Winded
½ Max

Recoveries *Max*
Value

Size	Weight	Reach	Speed	Stability
------	--------	-------	-------	-----------

Victories

Resource *Name*

Melee Free Strike

Keywords *Attack, Melee, Weapon* Type *Action*
Distance *Reach* Target *1 creature or object*

Power Roll + Characteristics
<11
12-16
17+

Ranged Free Strike

Keywords *Attack, Melee, Weapon* Type *Action*
Distance *Ranged* Target *1 creature or object*

Power Roll + Characteristics
<11
12-16
17+

Career
Complication
Languages

Kit Equipment

Melee Weapon DMG+	Ranged Weapon DMG+	Magic DMG+
<11 12-16 17+	<11 12-16 17+	<11 12-16 17+
Area+	Stability+	
Distance+	Stamina+	
Reach+	Speed+	
Mobility+		

Kit Signature Ability

Keywords Type
Distance Target
Power Roll + Characteristics
<11
12-16
17+
Extra Effect
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.....

Triggered Action

Keywords Type *Triggered*
Distance Target
Trigger
Effect
.....
.....
.....
Extra
.....
.....
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Culture Environment
Organization
Upbringing

Signature Ability

Keywords Type
Distance Target
Power Roll + Characteristics
<11
12-16
17+
Effect
.....
.....
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.....

Heroic Ability

Keywords Type Cost
Distance Target
Power Roll + Characteristics
<11
12-16
17+
Effect
.....
.....
.....
.....

Heroic Ability

Keywords Type Cost
Distance Target
Power Roll + Characteristics
<11
12-16
17+
Effect
.....
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Crafting Skills

Alchemy

Architecture

Blacksmithing

Fletching

Forgery

Jewelry

Mechanics

Tailoring

Class

TACTICIAN

Crafting Skills

Alchemy

Architecture

Blacksmithing

Fletching

Forgery

Jewelry

Mechanics

Tailoring

Class

TACTICIAN

Exploration Skills

Climb	
Drive	
Endurance	
Gymnastics	
Heal	
Jump	
Lift	
Navigate	
Ride	
Swim	

Exploration Skills

Climb	
Drive	
Endurance	
Gymnastics	
Heal	
Jump	
Lift	
Navigate	
Ride	
Swim	

Interpersonal Skills	
Brag	
Empathize	
Flirt	
Gamble	
Handle Animals	
Interrogate	
Intimidate	
Lead	
Lie	
Music	
Persuade	
Read Person	

Ancestry

Interpersonal Skills	
Brag	
Empathize	
Flirt	
Gamble	
Handle Animals	
Interrogate	
Intimidate	
Lead	
Lie	
Music	
Persuade	
Read Person	

Ancestry

Intrigue Skills	
Alertness	
Conceal Object	
Disguise	
Eavesdrop	
Escape Artist	
Hide	
Performance	
Pick Lock	
Pick Pocket	
Sabotage	
Search	
Sneak	
Track	

Intrigue Skills	
Alertness	
Conceal Object	
Disguise	
Eavesdrop	
Escape Artist	
Hide	
Performance	
Pick Lock	
Pick Pocket	
Sabotage	
Search	
Sneak	
Track	

Lore Skills	
Culture	
Criminal Underworld	
History	
Magic	
Monsters	
Nature	
Psionics	
Religion	
Rumors	
Society	
Timescape	

Lore Skills	
Culture	
Criminal Underworld	
History	
Magic	
Monsters	
Nature	
Psionics	
Religion	
Rumors	
Society	
Timescape	

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Drawback

Ancestry

Culture

Languages

Environment

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Organization

Organization

Upbringing

<h2 style="margin: 0;">Career</h2>	
<p>Skills</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p>	
<p>Languages</p> <p>.....</p>	

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Renown	
Project	Points
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Career Title

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Kit	Equipment
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Melee Weapon DMG+	Ranged Weapon DMG+
<div> <div><11</div> <div>12-16</div> <div>17+</div> </div>	<div> <div><11</div> <div>12-16</div> <div>17+</div> </div>
Area+	Stability+
Distance+	Stamina+
Reach+	Speed+
Mobility+	

Kit Signature Ability
Keywords
Distance **Target**

Power Roll + Characteristics

{ <11 }

{ 12-16 }

{ 17+ }

Extra

Effect

Power Roll + Characteristics

{ <11 }

{ 12-16 }

{ 17+ }

Extra

Effect

Mark

Keywords	Type	
Distance	Target	
Effect		
.....		
.....		

Seize the Opening

Keywords	Type
Distance	Target
Effect	

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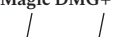
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Seize the Opening

Keywords	Type
Distance	Target
Effect	
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.....	
.....	
.....	

Magic DMG+


The diagram shows three paths originating from a central point. The first path is labeled '<11' and leads to a box containing '11'. The second path is labeled '12-16' and leads to a box containing '12-16'. The third path is labeled '17+' and leads to a box containing '17+'. Each path is represented by a line with a small circle at the end, pointing towards the box.

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+

+

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Kit Signature Ability	
Keywords	Type
Distance	Target
Power Roll + Characteristics	
<div><11</div> <div>12-16</div> <div>17+</div>	
Extra Effect	