

NAME:

SPECIES:

SPEED(S):

PRONOUNS:

CHARACTER LEVEL:

WALKING | FLYING | SWIMMING | CLIMBING | OTHER

SIZE: (SMALL | MEDIUM | LARGE)

ETHER: (RESERVOIR | FLOW)

SENSES:

👁️ PASSIVE DETECTION: 4+()P = ____

👁️ DARKVISION: NO | YES, ____ FT.

CORE STATS

⚔️ MIGHT

🎯 PRECISION

🧠 CLEVERNESS

📖 KNOWLEDGE

🔥 WILLPOWER

🛡️ FORTITUDE

STAMINA

CAPACITY (CL+M)

REGENERATION (1/2 Cap. + 1/2 M) (MINIMUM 1)

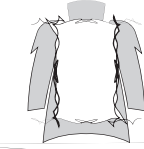
MANA

CAPACITY (CL+P)

REGENERATION (1/2 Cap. + 1/2 W) (MINIMUM 1)

ARMOR

() Precision + () Fortitude
MAX 3 MAX 3



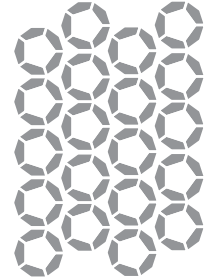
TOUGHNESS

() Major Class Toughness + () Minor Class Toughness = ♥️



-After every (♥️ + Character Level) points of damage, I roll on the AFFLICTION TABLE:
-If I have (♥️) Afflictions at once, I am INCAPACITATED:
-If I take (1/2 ♥️ + 1/2 CHARACTER LEVEL) damage while INCAPACITATED, I die:

FATE POINTS



LANGUAGES

SPECIAL FEATURES

PERKS

CURRENCY

MELEE ATTACKS | 1D12 + () MIGHT OPTIONS: +CAREFUL ATK., +POWER ATK.

WEAPON	REACH	DAMAGE	TYPE	CRIT EFFECT	SPECIAL

RANGED ATTACKS | 1D12 + () PRECISION OP.: +CAREFUL, +PWR ATK., +LONGSHOT

WEAPON	RANGE	DAMAGE	TYPE	CRIT EFFECT	SPECIAL

MAJOR CLASS:

CASTING METHOD:

SPELL ATK:

SPELL CHK:

PRIMARY STAT

TOUGHNESS:

LEVEL 1 FEATURES:

SECONDARY STAT

SPECIALIZATIONS:

MINOR CLASS:

CASTING METHOD:

SPELL ATK:

SPELL CHK:

PRIMARY STAT

TOUGHNESS:

LEVEL 1 FEATURES:
-SPELL/ABILITY COST X2

SECONDARY STAT

INFLUENCE CLASS (OR GENERALIST):

CASTING METHOD:

SPELL ATK:

SPELL CHK:

PRIMARY STAT

LEVEL 1 FEATURES:
-SPELL/ABILITY COST X4

SECONDARY STAT

BACKPACK

COMMON DAMAGE TYPES

FORCEFUL DAMAGE TYPES

SLASHING

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50
□□□□□	55
□□□□□	60

□ Gain 1 Round of BLEEDING.

PIERCING

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50
□□□□□	55
□□□□□	60

□ Gain 1 IMPALED Counter.

BLUDGEONING

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50
□□□□□	55
□□□□□	60

□ Gain 1 Round of DAZED.

KINETIC

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50
□□□□□	55
□□□□□	60

□ Make a **Fortitude Check** to avoid being KNOCKED DOWN.
TARGET = (6+CURRENT KINETIC DAMAGE)

EXPLOSIVE

□□□□□	5
□□□□□	10
□□□□□	15
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□□□□□	50
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□□□□□	60

□ Secondary Damage: ROLL 1D4.
1-2: TAKE +1 BLUDGEONING
3: TAKE +1 KINETIC
4: TAKE +1 BURNING

SONIC

□□□□□	5
□□□□□	10
□□□□□	15
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□□□□□	45
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□ Gain 1 Round of DEAFENED.
◆ Gain the PERMANENT DEAFNESS AFFLICTION.

ELEMENTAL DAMAGE TYPES

BURNING

□□□□□	5
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□□□□□	15
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□ Gain 1 IGNITE Counter.

FREEZING

□□□□□	5
□□□□□	10
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□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40
□□□□□	45
□□□□□	50

□ Make a **Fortitude Check** to avoid being FROZEN.
TARGET = (2+CURRENT FREEZING DAMAGE)

KEY

- 1 point of Damage
- ◻ Gain a Condition
- ⊖ Roll on the Affliction Table
- ◆ Gain a specific Affliction
- ⊖ Become Incapacitated
- ☠ Death

DAMAGE is automatically removed (healed) at the end of an Encounter (when Initiative ends).

CONDITIONS remain until treated, or they expire.

AFFLICTIONS can only be removed through Full Rests, or with specific healing skills./items.

ESOTERIC DAMAGE TYPES

POISONOUS

□□□□□	5
□□□□□	10
□□□□□	15
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□□□□□	25
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□□□□□	35
□□□□□	40

□ Gain 1 POISON Counter.

PSYCHIC

□□□□□	5
□□□□□	10
□□□□□	15
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□ Make a **Willpower Check** to avoid FRIGHTENED.
TARGET = (2+CURRENT PSYCHIC DAMAGE)

ELDRITCH

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
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□□□□□	40

□ Make a **Knowledge Check** to avoid FRIGHTENED.
TARGET = (4+CURRENT ELDRITCH DAMAGE)
◆ Gain the ELDRITCH WITNESS AFFLICTION.

ARDENT

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
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□ Gain 1 Round of BLINDED.
◆ Gain the PERMANENT BLINDNESS AFFLICTION.

INFERNAL

□□□□□	5
□□□□□	10
□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
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□□□□□	40

□ Gain 1 Round of CURSED.
◆ Gain the DOOMED AFFLICTION.

ETHER

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□□□□□	15
□□□□□	20
□□□□□	25
□□□□□	30
□□□□□	35
□□□□□	40

□ Gain 1 Round of SAPPED.
◆ Gain the MANA SHOCK AFFLICTION.

AFFLICTION TABLE:

◆ 1 UPPER BODY INJURY, MINOR.	◆ 11 INTERNAL INJURY, MINOR.
◆ 2 LOWER BODY INJURY, MINOR.	◆ 12 HEAD INJURY, MINOR.
◆ 3 ARMOR COMPROMISED, MINOR.	◆ 13 OPEN WOUND, MINOR.
◆ 4 BROKEN BONE, MINOR.	◆ 14 INTERNAL INJURY, MAJOR.
◆ 5 RATTLED, MINOR.	◆ 15 HEAD INJURY, MAJOR.
◆ 6 ARMOR COMPROMISED, MAJOR.	◆ 16 OPEN WOUND, MAJOR.
◆ 7 UPPER BODY INJURY, MAJOR.	◆ 17-19 UNCONSCIOUSNESS.
◆ 8 LOWER BODY INJURY, MAJOR.	◆ 20 DEATH.
◆ 9 BROKEN BONE, MAJOR.	
◆ 10 RATTLED, MAJOR.	

SPECIAL AFFLICTIONS:

- ◆ DEATH FUGUE.
- ◆ DOOMED.
- ◆ ELDRITCH WITNESS.
- ◆ MANA SHOCK.
- ◆ DISEASED.
- ◆ PERMANENT BLINDNESS.
- ◆ PERMANENT DEAFNESS.
- ◆ INCAPACITATED.
- ◆ EXHAUSTED.

TOTAL AFFLICTIONS:

