

Name: _____

Character: _____

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CHARACTER RECORD SHEET



Player: _____

Focus: _____

GM/DM

Keywords: _____

• Attributes •

Vita	=	(Base)	(Items/Abilities)	Mod
		<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

Power	=	(Base)	(Items/Abilities)	Mod
		<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

Might	=	(Base)	(Items/Abilities)	Mod
		<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

DMG	=	(Base)	(Items/Abilities)	Mod
		<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

Defense	=	(Base)	(Items/Abilities)	Mod
		<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

Stride	=	(Base)	(Items/Abilities)	Mod
		<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

Coins

• Skills •

 Archeology (Knowledge and skill pertaining to things ancient and cultural.)

 Awareness (How in-tuned your character is to their surroundings.)

 Ecology (The character's knowledge of the world, environments, plants and animals.)

 Faith (The character's spiritual strength, knowledge and willpower.)

 Nerve (Bravery and overall ability to act in the face of terror.)

 Occult (Knowledge and skill concerning subjects arcane and occult.)

 Speech (The character's skill in linguistics, languages and negotiations.)

 Trickery (The characters ability to perform actions that go unnoticed by others and to manipulate objects with dexterous movement.)

Lore

• Conditions & Story Markers •

 Infections (□□□□□)

 Wanted (No Town Services)

 Blue Marker
 Green Marker
 Red Marker
 Yellow Marker

• Status' (Positive) •

 Blessed:
+5 Might, Absorption 1

 Brave:
+1 Nerve, +1 Damage

 Ethereal:
Absorption 2 from Corporeal/Snares

 Faithful:
+1 Faith, +1 Occult

 Favored:
+3 Max Vita, +1 Skill Rolls

 Fortified:
+5 Defense, No Infections

 Lucky:
+1 Search, +1 Trickery

 Perceptive:
+1 Awareness, No Darkness

 Respected:
+1 Speech, +1 Trickery

 Swiftiness:
+1 Stride, +5 Defense

× Status' (Negative) ×

 Bloodlust(Faith):
+2 DMG, -2 Speech/Faith, -3 Max Vita

 Cursed(Occult):
-1 All skills, -4 Max Vita

 Deranged(Awareness):
No Abilities with PP, No Rituals/Prayers

 Fractured(Trickery):
-10 Might, Lose 1 Hand

 Immobilized(Trickery):
-10 Might, Stride 0

 Lycanthropic(Occult):
+1 Damage, +1 Stride

 Possessed(Faith):
1 Damage to Allies in AURA 1

 Sickened(Ecology):
Pick worst of two Damage rolls

 Spooked(Nerve):
-5 Might, -1 Nerve

 Transformed(Occult):
Lose 1 Hand, Fail all skill checks

♦ **Equipped/Carried (Items & Artifacts)** ♦

Head _____	<input type="checkbox"/>	Carried/backpack ⁽¹⁻⁸⁾
Neck _____	1	_____
Chest _____	2	_____
Back _____	3	_____
Arms _____	4	_____
Waist _____	5	_____
Feet _____	6	_____
Hand <small>(right)</small> _____	7	_____
Hand <small>(left)</small> _____	8	_____
Ring <small>(right)</small> _____	<input type="checkbox"/>	_____
Ring <small>(left)</small> _____	<input type="checkbox"/>	_____

♦ **Mystic Arts (Prayers/Rituals)** ♦

* : _____	○ : _____
* : _____	○ : _____
* : _____	○ : _____

♦ **Companions (Hired/Gained)** ♦

<input type="checkbox"/> : _____	○ : _____
<input type="checkbox"/> : _____	○ : _____
<input type="checkbox"/> : _____	○ : _____

♦ **Lore Progression (Track purchased Abilities & Lore Advancements)** ♦

<input type="checkbox"/> Starting Ability 1: _____
<input type="checkbox"/> Starting Ability 2: _____
<input type="checkbox"/> 100: _____
<input type="checkbox"/> 200: _____
<input type="checkbox"/> 350: _____
↳ Ghosts Gain: _____
<input type="checkbox"/> 500: _____
<input type="checkbox"/> 650: _____
<input type="checkbox"/> 800: _____
↳ Ghosts Gain: _____
<input type="checkbox"/> 950: _____
<input type="checkbox"/> 1100: _____
<input type="checkbox"/> 1250: _____
↳ Ghosts Gain: _____
<input type="checkbox"/> 1400: _____
<input type="checkbox"/> 1550: _____
<input type="checkbox"/> 1700: _____
<input type="checkbox"/> Unspent Ability Points: _____
<input type="checkbox"/> Spent Ability Points: _____

♦ **Player Notes (Journal)** ♦

 : _____	 : _____
 : _____	 : _____
 : _____	 : _____
 : _____	 : _____
 : _____	 : _____
 : _____	 : _____
 : _____	 : _____