



Character name/pronouns _____

Player name _____

Description _____

Traits

Proactive: +1
Desperation.
Reactive: +cost
Desperation, +1
cost.
Hinder: -2
Desperation,
reset cost.

Identity _____ Cost _____

Struggle _____ Cost _____

Drive _____ Cost _____

Skills

2d6+skill vs
Target Number.
Advantage and
disadvantage
cancel out 1 for 1,
then cap at +2/-2.

Athletics _____ Lore _____ Shooting _____
Contacts _____ Might _____ Sorcery _____
Craftwork _____ Noticing _____ Stealth _____
Empathy _____ Persuasion _____ Survival _____
Fighting _____ Resources _____ Willpower _____

Mods (incl. injury) _____ Armor disadvantage _____



Weapon (held) _____ Damage _____

Weapon (held) _____ Damage _____

Weapon (bag) _____ Damage _____

Armor _____

Physical resilience _____ Mental resilience _____

Fatigue: _____ Desperation: _____

Physical total _____ Burn (if applicable): _____
Mental total _____

Combat

Margin less than
armor: glancing
hit. Otherwise,
solid hit.

Conditions

Physical
resilience is 10 +
(2 x Might).
Mental resilience
is 10 + (2 x
Willpower).

Phys. conditions
on left, mental
on right.

Filling half a pool
gives a stacking
-1 to all rolls.
Each crit gives a
stacking -1 to all
rolls.

Talents

Special qualities
and abilities.

Gear

Cash _____

Two Bulk 1 items on the belt, then another (5 + Might) worth of Bulk on the rest of the body.

Armor counts for bulk!

Held items are on the front of the sheet and don't count against bulk.

First 500 cash is free, 1 Bulk per 500 (rounded up) after.

Belt	
Belt	
Body	1
Body	2
Body	3
Body	4
Body	5
Body	6
Body	7
Body	8
Body	9
Body	10



Notes

XP earned

XP spent

Cantrip

Complexity: 0 Storage: mem

1	Complexity:	Storage:
2	Complexity:	Storage:
3	Complexity:	Storage:
4	Complexity:	Storage:
5	Complexity:	Storage:
6	Complexity:	Storage:
7	Complexity:	Storage:
8	Complexity:	Storage:
9	Complexity:	Storage:
10	Complexity:	Storage:
11	Complexity:	Storage:

Spells

Can hold up to (Sorcery skill level) spell slots in memory. The rest must be stored in spellbooks. Put "Storage: Mem" for spells in memory, and "Storage: <name>" on spells in books. Give each book a memorable name.

Rest and recovery

Minor rest: one hour of rest, recover Fatigue, extinguish all light sources lit before the rest began.

Major rest: make camp, extinguish all light sources lit before the rest began, eat one unit of food (optional), rest for six to ten hours, recover Fatigue and Burn, recover injuries if food was eaten, extinguish all light sources lit during the rest.

Injury recovery: three separate injuries each heal by 1. Pre-recovery critical injuries count as two choices.

First aid and medical care

First aid and medical care both reduce an injury's value by 1.

First aid: Lore or Survival, TN 8/10 + half the injury value, takes 15 minutes, must be done within one hour of injury, can only be attempted once per injury (even if unsuccessful).

Medical care: Lore TN 8/10 + half the injury value, takes 30 minutes, each character can only receive one medical care roll per day, regardless of how many injuries they have or if the roll fails.