Character name _____ Background _____ Player name _____

Skills

Performance	Stealth	Survival	Analysis
○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○
Persuasion	Chase	Medicine	Mysticism
○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○
Command	Awareness	Crafting	Recall
○ ○ ○	○ ○ ○	○ ○ ○	○ ○ ○

Attributes

Reflex

◇ ◇ ◇

Will

◇ ◇ ◇

Vigor

◇ ◇ ◇

Maneuvers

_____ / _____

Exertion:

_____

Continuous Maneuver:

Wounds

Superficial
Wounds heal after 1 hour resting

Nonvital
Wounds heal after 1 day resting
When row is filled, gain 1 scar

Vital
Wounds heal after 10 days resting
When row is filled, gain 1 scar, roll
for death, and become Injured.

Scars:

Status

Status	Strength [X]
Weakened	
Warded	
Slowed	
Hastened	
Blinded	
Protected	
Vulnerable	
Exhausted	

Persistent Effects & Expertise ✧

Equipment

_____ / _____ / _____

Armor   Defense   Traits

_____ / _____ / _____

Armor   Defense   Traits

Defense

_____ / _____

Defense (BRU/CHEM/BIO)

Weapon Name	Die	Wound	Reach	Target	Hands	Weight	Critical Effect

Weapon Name	Die	Wound	Reach	Target	Hands	Weight	Critical Effect

Weapon Name	Die	Wound	Reach	Target	Hands	Weight	Critical Effect

Character name _____   Player name _____

Personal Cargo (Max 20kg)

Item	Weight (kg)	Description

Advancements

Exalted ◇···○···○···◇···✦···○···○···✦···○···○···✦···○···✦

Union ◇···○···○···◇···○···✦···○···◇···○···✦···○···◇···○

Order ◇···○···○···○···◇···○···○···○···◇···○···○···○···✦

Downtime Tracking

Downtime Task: ☐☐☐☐☐☐☐☐☐☐

Downtime Task: ☐☐☐☐☐☐☐☐☐☐

Injured *recovery:* ☐☐☐☐☐☐☐☐☐☐

Exploration & Travel

_____
Travel Speed (10km/day):

_____
Expedition Assignment:

Relation

Player Characters	Relation	Notes
	--	
	--	
	--	
	--	
Non-player Characters	**Relation**	**Notes**
Key Characters	**Relation**	**Notes**
Fernalia Epscol		Member of Summit's Council. Known for her generous nature.
Zephyra		Member of Summit's Council. Known for her many adventures.
Darian		Member of Summit's Council. Known for his community events.
Londra		Member of Summit's Council. Known for her family legacy.
Theo		Member of Summit's Council. Known for his research and alchemy.
Umber		Member of Summit's Council. Known for her age and wisdom.
Zane		Member of Summit's Council. Known for their cult following and rainsickness.
Belgor Skink		Leader of the Skink Expedition, where your journey began.

Character name _____   Player name _____

Maneuvers & Spells

Maneuver:	Roll & Target:	Action:	Duration:	Description

Combat Quick-Reference
1. *Roll Reflex for the round. The result is your Reaction.*
2. *GM narrates the situation and states the next actor's Speed.*
3. *Players may choose to act if their Reflex is equal or greater.*
4. *Repeat 2 and 3 until GM calls Speed 0.*
5. *Repeat 1 through 4 until a resolution is achieved.*

Actions Quick-Reference
1. *Primary: Attacks, Maneuvers, or Spells*
2. *Secondary: Any one simple interaction.*
3. *Movement: Travel equal to your Movement (5m by default).*
4. *Special: Used in contested rolls or specific Maneuvers.*

Character Drawing:

Status	Effect
Wounded	Reduce all Health thresholds by X.
Warded	Ignore the next X Status you would gain, including positive Status.
Slowed	Your movement and Reaction is decreased by X. (Speed for non-player characters).
Hastened	Your movement and Reaction is increased by X. (Speed for non-player characters)
Blinded	Roll Awareness at Risk X to perform tasks which rely on the blinded sense.
Protected	Defense is treated as X higher.
Vulnerable	Defense is treated as X lower.
Exhausted*	Reduce all individual die results by X. *Ends after a period of Downtime.