



fantasy

Attributes

Aspect + 

Intellect + 

Power + 

Reflex + 

Skills

Charm  Detect Magic  Detect Motive 

Heal  Intimidate  Persuade  Survival 

Craft  Detect Trap  Know History 

Know Nature  Listen  Magic Use  Spot 

Athletics  Brute Force  Climb  Hold 

Lift  Resist 

Acrobatics  Disarm Trap  Hide Motive 

Pick Lock  Sleight-of-Hand  Sneak 

Experience

LEVEL 1 (0 XP +) Explorer 

LEVEL 2 (50 XP +) Adventurer 

LEVEL 3 (100 XP +) Hero 

LEVEL 4 (200 XP +) Champion 

LEVEL 5 (500 XP) Legend 

Player:

Dwarf  Elf  Cleric  Rogue 

Halfling  Human  Warrior  Wizard 

Racial Advantages

Hit Points

Power Points

Magic Points

Spells & Notes

Class Abilities

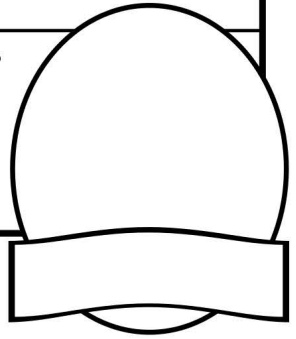
Wealth

GP: ____

SP: ____

CP: ____

Equipment



Toughness ☐ +

RULES:

ALL ROLLS USE ONE 

When attempting an ACTION or PERCEPTION CHECK (p. 4)

When conducting a SAVE versus DEATH or DISMEMBERMENT (p. 5)

When conducting a CHALLENGE against OTHERS (p. 5)



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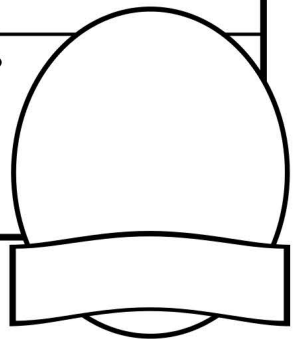
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