

LET THRONES BEWARE

Character Name _____ Tier _____

Species _____ Background _____ Class _____

Gender _____ Height _____ Weight _____ Languages _____

PORTRAIT

SPECIES/BACKGROUND/CLASS FEATURES

ATTRIBUTES

Strength = Base + Spcs + Bckg + Class

Fortitude = Base + Spcs + Bckg + Class

Presence = Base + Spcs + Bckg + Class

Response = Base + Spcs + Bckg + Class

Wit = Base + Spcs + Bckg + Class

ESSENTIALS

Tier Die _____

Initiative _____

Saving Throw High _____ Low _____

Speed _____

VITALS

Hit Points

Max	Current
-----	---------

Resistance

Max	Current
-----	---------

Reserve

Max	Current
-----	---------

WEAPON

Name _____	Type _____	Damage _____	Reach / Range _____
Name _____	Type _____	Damage _____	Reach / Range _____
Competency Bonus _____			

ARMOUR

Type _____	Response _____	Resistance _____
Type _____	Response _____	Resistance _____
Competency Bonus _____		
Competency Bonus _____		

EQUIPMENT

Skill Equipment _____	Type _____	Circumstance _____	Damage _____
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INFLUENCES

Inventory

Base	Current
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-1 to Obstacle Score

Research

Base	Current
------	---------

+1 Force Score

Contacts

Base	Current
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Redraw Obstacle

VIRTUES AND FLAWS

Refresh Pool

Virtue Track

Flaw Track

Virtue

Virtue

Virtue

Flaw

Flaw

Flaw

BELIEFS

COMPETENCIES

ADVENTURE NOTES

DESCRIPTION

RELATIONSHIPS

Basic Combat Manoeuver	
Type	Versatile
Range	Melee, Ranged
Force Score	Any + 0
Damage	[1W]
Effect Trigger Attribute	
Effects	
Tags	Renew

Combat Power Name	
Type	
Range	
Force Score	
Damage	
Effect Trigger Attribute	
Effects	
Tags	

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Combat Power Name	
Type	
Range	
Force Score	
Damage	
Effect Trigger Attribute	
Effects	
Tags	

Tenacious	
Type	Versatile
Range	Melee, Ranged
Force Score	Any + 0
Skill Potency	[1S]
Effect Trigger Attribute	
Effects	
Tags	
Renew	

Skill Power Name	
Type	
Range	
Force Score	
Skill Potency	
Effect Trigger Attribute	
Effects	
Tags	

Skill Power Name	
Type	
Range	
Force Score	
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Effect Trigger Attribute	
Effects	
Tags	

Skill Power Name	
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Range	
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