

Character Name:	
Class:	Guild/Order:
Class Abilities:	Place of Birth:
Profession:	Race:
Level:	Age:

Abilities	Score	Bonus
- Physical Abilities -		
Strength (St)		
Constitution (Co)		
Agility (Ag)		
Quickness (Qu)		
- Mental Abilities -		
Intuition (In)		
Reason (Re)		
Memory (Me)		
Self Discipline (SD)		
- Social Abilities -		
Empathy (Em)		
Creativity (Cr)		
Boldness (Bo)		
Presence (Pr)		

Health	Current Health	Injuries
$Health = Co\ score + SD\ Bonus + Bo\ Bonus + (Class\ Bonus + 1d4)/level$		

Defence		
Ability Bonuses	Adjustments	Defence Bonus (DB)
$Ag + Qu + In + Em$	<i>Ex. Shield, Class bonus</i>	

Resilience		
Ability Bonuses	Other Bonuses	Resilience Bonus (RB)
$Co + SD + Me + Pr$	<i>Ex. class</i>	

Armour	Type (1 -16)	Penalties
		Move
		Skills
		Ranged/Spells

Initiative Bonus
$Stat\ bonus: Qu + (Pr + Class\ Ability)/2$

General Perception
$Stat\ Bonus: In + Re + Em + Cr$

Fatigue Threshold	Action Points (AP)
$(Co + SD + Bo)/3$	

Movement
Movement Score: $(St + Ag + Qu)/3$
Combat Movement (meters per Action Point)

Shield		
Type	Bonus DB	Penalties

Signature Moves				
No.	Name	Combination Elements (Attacks, Skills, Spells, Tech)	AP cost	Total Bonus
1.				
2.				
3.				

Class:

Bonuses:

Restrictions:

Profession:

Benefits:

Restrictions:

Development Points (DP) per level*= 10 + Me bonus + both Class Ability bonuses*

DP total

Weapons

Skills

Magic

Tech

Appearance

Height:

Eyes:

Other features:

Weight:

Hair:

Build:

Skin:

Gender:

Race:

Personality

Temper:

Ethics:

Other traits:

Patience:

Strengths:

Politics:

Weaknesses:

Personal Goals

Short Term:

Medium Term:

Long Term:

Personal Beliefs**Social Relations**

(family, friends, network, organisations etc.)

Weapon Categories

Weapon Category	Abilities	Rank +5	Rank +3	Rank +1	Ability bonus	Class Bonus	Misc Bonus	Category Bonus
Knives	Ag/Qu/Bo							
Swords	Ag/St/Cr							
Blunt Weapons	St/Ag/Pr							
Large Melee	St/Ag/Co							
Thrown Weapons	Ag/St/Me							
Bows & Crossbows	Ag/In/SD							
Hand- & Shotguns	Qu/SD/Ag							
Rifles	Ag/Em/Re							
Automatic Guns	Ag/In/St							

Each **Category Rank Costs 2 development points (DP)**. First 10 ranks give a +5 bonus, 10 next +3, hereafter +1. You can buy max 2 ranks with class DP and 2 ranks with profession DP at level 1. At each new level you can buy max 2 ranks with level DP.

Weapon Skills

Weapon	Abilities	Rank +5	Rank +3	Rank +1	Ability Bonus	Misc. Bonus	Category Bonus	Total Skill

Each **Skill Rank Costs 1 development point (DP)**. First 10 ranks give a +5 bonus, 10 next +3, hereafter +1. You can buy max 2 ranks with class DP and 2 ranks with profession DP at level 1. At each new level you can buy max 2 ranks with level DP.

Weapons Carried

Weapon	Skill Bonus	Weapon Bonus	Attack Bonus	Other Info

	1st Priority	2nd Priority	3rd Priority
Combat Goals			

Skill Categories

Skill Category	Abilities	Rank +5	Rank +3	Rank +1	Ability Bonus	Class Bonus	Misc. Bonus	Category Bonus
Academic	Re/Me/SD							
Acrobatic	Ag/Qu/Bo							
Artistic	Cr/Pr/Em							
Assassination	Ag/Bo/Cr							
Athletic	St/Co/Qu							
Awareness	In/Em/SD							
Brawling	St/Qu/Cr							
Defence	Ag/Qu/SD							
Diplomatic	Pr/Em/Me							
Engineering	Re/Ag/In							
Experimental Sciences	Re/Me/Cr							
Leadership	Pr/Em/Bo							
Magic Casting	Re/Me/Bo							
Magic Insights	In/Em/Me							
Medical	Em/Re/SD							
Melee Expertise	St/Ag/Qu							
Movement	Ag/Qu/St							
Outdoor	Co/SD/In							
Piloting	In/Bo/SD							
Ranged Expertise	Ag/In/SD							
Social	Pr/Em/Re							
Space	Re/Me/SD							
Stealth	Ag/SD/Cr							
Tactics	Em/Re/Pr							
Technological Sciences	Me/Cr/Re							
Thieving	Ag/Bo/Cr							

Skill Narratives

Small stories about what you do when you use your favourite skills, tech or spells

Skills

[illegible]

Spell Categories

Spell Category	Abilities	Rank +5	Rank +3	Rank +1	Ability Bonus	Class Bonus	Misc. Bonus	Category Bonus
Augmentation	Pr/Co/SD							
Bio-Morphing	Co/SD/Ag							
Chronology	Me/Bo/In							
Cryomancy	Ag/Me/Co							
Dark Magic	Co/Bo/Pr							
Demonology	Re/Bo/Pr							
Dimensionalism	Pr/Ag/Qu							
Electromancy	Me/Co/In							
Enchantment	Pr/Em/Cr							
Entropy	Me/Re/In							
Geomancy	St/Co/Pr							
Gravitycraft	Re/SD/In							
Illusion	Cr/In/Qu							
Magnetism	St/Re/Cr							
Nature	Me/Em/SD							
Necromancy	Co/Re/Bo							
Psionics	Em/Pr/SD							
Pyromancy	St/Bo/Co							
Quantum Flux	Me/Bo/Re							
Radiance	Pr/Em/St							
Restoration	Em/In/Cr							
Shadowcasting	Re/In/Me							
Sonic Magic	Cr/Pr/Em							
Telepathy	Em/Pr/Re							
Void Manipulation	Me/Bo/Re							
Warding Magic	SD/Em/Bo							

Magic Philosophy

Magic Category	Source of Power	Spell Components	Casting Requirements	Spell Powers

Spells

[illegible]

Tech Category	Abilities	Rank +5	Rank +3	Rank +1	Ability bonus	Class Bonus	Misc Bonus	Category Bonus
Augmented Reality (AR)	In/Cr/Qu							
Biotech Boosters (BiBs)	In/Cr/Bo							
Cloaking Systems	Em/Pr/Cr							
Combat Assistance Platform (CAP)	Ag/Bo/Me							
Cybernetics	Bo/Co/Re							
Drone Mastery	Ag/Em/SD							
Kinetic Solution (KiS)	Bo/Ag/In							
Nanobots	SD/Me/Re							
Tactical Assistance Systems (TAS)	Re/Me/Qu							

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Inventory

Gear, Items, Transport, Wealth

Personal Gear

Always Carried

Estimated Weight:

Expedition Gear

Carried on Missions

Estimated Weight:

Equipment

Carried in Backpack

Estimated Weight:

Luggage

On Vehicle or Mount

Estimated Weight:

Special Items

Magic or Tech Items

Devices

MyPad, Laptop etc.

Power Source:

Wealth

Assets Owned

Value

Income

Expenses

Money

Real Estate

Company

Other

Helion Crowns (Hc):

Cash:

Bank Credit: