

Name: _____

Incia

★ Character Info

Level Might

Race

Age:

★ Godmark

1st Fate:
2nd Fate:
3rd Fate:
4th Fate:

★ Morality

Core:
Drive:
Demeanor:
Flaw:

★ Vitality

Total Wounds:
 wounds taken
Total Mana:
 mana used
Total Luck: used
Total Actions:

Archetype:

★ Racial Benefits

★ To Spend

BP:



★ Speed

inches: feet:

Features

Height:
Weight:
Birth Defect:
Birthmark:

Exotic Eyes:
Godmark:
Mole:
Scars:
Tattoos:

Bark Tongue:
Cavern Speak:
Clockworken:
Demon Tongue:
Eastern Speak:



Languages

Greenskin:
Heaven Speak:
Island Speak:
Northing:
Relicword:
Southern Speak:
Water Tongue:
Western Speak:
_____:
_____:

★ HT Reaction:

Brawn:

Charisma:

Intellect:



Talents

*Subterfuge:

AGL:
Initiative:
*Stealth:

*Athletics:
Combat:
END:
STR:

Entertain:
Etiquette:
Guile:
INF:

Awareness:
Insight:
MND:
SPR:



Spells

Air:
^Blood:
Earth:
Fire:

Healing:
^Limbo:
Matter:
Mind:

^Nature:
^Necro:
^Shadow:
Summon:

^Vigor:
Water:
_____:
_____:



Professions

Alchemist: Politician: Tailor:
Architect: Prospector: Tamer:
Armorer: Sailor: Theologian:
Chef: Scribe: Trapper:
Mechanist: Shipwright: Werker:
Mythologist: Spellcrafter: _____:
Pathfinder: Strategist: _____:

Specializations

Alchemy
Explosives: Pathfinder
Machines: Desert:
Magic Items: Forest:
Poisons: Jungle:
Potions: Mountains:
Substances: Subterranean:
Tundra:

* subject to armor or shield penalties; use the gray box to track the current
^ these scools are easier to cast while wearing armor, they negate the first 3 points of casting penalty



Power

Page Cost Rank

Description

Mana Save





Weapon

hit

parry

damage

total STR

range

reload

DUR

shield size

charge

mounted

lance

set charge

Notes

Armor

value

move

skill

spell

stand

DUR

penalties

Toughness						



Dodge

penalties

parry

skill

stand

spell

DUR

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★ General Equipment

- *Alchemy Set (6): ■
- Ammo Pouch (1): ■■
- Anvil (8): ■
- Bandolier (2): ■■
- Book Case (1): ■■
- Candles x5 (1): ■■■■
- Chain x10' (2): ■■■■
- Chest- 300 (2): ■■
- Climbing Gear (2): ■■
- Coin Pouch- 100 (1): ■■■■
- Fishing Pole (2): ■■
- Fletching Set (2): ■■
- Flint & Steel (1): ■■■■
- Food, Good (1): ■■■■
- Food, Gourmet (2): ■■
- Food, Rations x7 (2): ■■■■
- Game Set (2): ■■
- Goblet (1): ■■■■
- Grappling Hook (3): ■■
- Heavy Blanket (3): ■■
- Holy Symbol (2): ■■■■
- *Hourglass (3): ■
- Journal (2): ■■
- Lantern (2): ■■
- Ladder 6' Tall (6): ■■
- *(14) Lock (2): ■■■■
- *(14) Manacles (3): ■■
- Merchant Scale (2): ■■
- Mess Kit (2): ■
- Metal Spikes x5 (1): ■■■■
- Music Instrument (2): ■■
- Net (2): ■■
- Pen (1): ■■■■
- Pot or Pan (2): ■■
- Powder Horn (3): ■■
- Quiver (2): ■■
- Rope x20' (1): ■■■■
- *Sextant (3): ■
- *Spell Book (3): 6 max
- *Spyglass (4): ■
- Tent (3): ■
- Tool (2): ■■■■
- Torches x3 (1): ■■■■
- Thieve's Tools (3): ■■
- Whip (1): ■■

★ Currency

copper:

silver:

gold:

platinum:

Gems

pearl 10g:	<input type="text"/>	sapphire 500g:	<input type="text"/>
garnet 25g:	<input type="text"/>	ruby 750g:	<input type="text"/>
peridot 50g:	<input type="text"/>	emerald 1000g:	<input type="text"/>
topaz 100g:	<input type="text"/>	diamond 2kg:	<input type="text"/>
aqua 250g:	<input type="text"/>	blue diamond 5kg:	<input type="text"/>

Gear Points

Total:

Used:

Unused:

Coins x50:

(STR x5) + 25 = total gear points

Bandolier 1

Bandolier 2

★ Combat Gear

- Grenades (1): 12 max
 - Small Weapon (2): ■■■■
 - One-Hand Weapon (3): ■■■■
 - Two-Hand Weapon (4): ■■
 - Polearm (5): ■
 - Buckler Shield (1): ■■
 - Round Shield (2): ■
 - Heater Shield (3): ■
 - Tower Shield (4): ■
 - ^vLeather Armor (3): ■■
 - ^vMail Armor (4): ■■
 - ^vPlate Armor (6): ■
 - ^vGear Drive Armor (8): ■
- ^v considered stowed

Vials

Scrolls

Clothes & Other Items

Ammunition (max 40)

Arrows/ Bolts:

Powder Charges:

Slugs/ Stones:

★ Spell Books Held

- | | |
|------------|-----------|
| Air: ■ | Mind: ■ |
| Blood: ■ | Nature: ■ |
| Earth: ■ | Necro: ■ |
| Fire: ■ | Shadow: ■ |
| Healing: ■ | Summon: ■ |
| Limbo: ■ | Vigor: ■ |
| Matter: ■ | Water: ■ |

* these items cost more than 100 gold



Magic Item

Might:

Uses a Day:

Description

Magic Item

Might:

Uses a Day:

Description

Magic Item

Might:

Uses a Day:

Description



Magic Item

Might:

Uses a Day:

Description

Companion

Level:

Abilities Granted

Champion: ■■■■

Empathic Link: ■■■■

Enhance Companion: ■■■■

Link Eyes: ■

Companion

Level:

Abilities Granted

Champion: ■■■■

Empathic Link: ■■■■

Enhance Companion: ■■■■

Link Eyes: ■

Companion

Level:

Abilities Granted

Champion: ■■■■

Empathic Link: ■■■■

Enhance Companion: ■■■■

Link Eyes: ■

Manacles & Locks

* Manacles have a check based on quality and cost

- check 8: 20g; DUR: 2
- check 10: 40g; DUR: 3
- check 12: 75g; DUR: 4
- check 14: 150g; DUR: 5
- check 16: 250g; DUR: 6
- check 18: 800g; DUR: 7
- check 20: 2000g; DUR: 8

Notes:

Rules

- * Bandolier: can hold 6 grenades or daggers
- * Vials: up to 12 can be carried
- * Scrolls: up to 12 can be carried
- * Ammo Pouch: holds 20 slugs
- * Powder Horn: holds 20 powder charges
- * Quiver: holds 20 arrows or bolts

