

NAME

PRONOUNS

TRAITS	IDENTITY		
	THEME	ORIGIN	

BONDS	1	<input type="checkbox"/> Admiration <input type="checkbox"/> Inferiority	<input type="checkbox"/> Loyalty <input type="checkbox"/> Mistrust	<input type="checkbox"/> Affection <input type="checkbox"/> Hatred	4	<input type="checkbox"/> Admiration <input type="checkbox"/> Inferiority	<input type="checkbox"/> Loyalty <input type="checkbox"/> Mistrust	<input type="checkbox"/> Affection <input type="checkbox"/> Hatred
	2	<input type="checkbox"/> Admiration <input type="checkbox"/> Inferiority	<input type="checkbox"/> Loyalty <input type="checkbox"/> Mistrust	<input type="checkbox"/> Affection <input type="checkbox"/> Hatred	5	<input type="checkbox"/> Admiration <input type="checkbox"/> Inferiority	<input type="checkbox"/> Loyalty <input type="checkbox"/> Mistrust	<input type="checkbox"/> Affection <input type="checkbox"/> Hatred
	3	<input type="checkbox"/> Admiration <input type="checkbox"/> Inferiority	<input type="checkbox"/> Loyalty <input type="checkbox"/> Mistrust	<input type="checkbox"/> Affection <input type="checkbox"/> Hatred	6	<input type="checkbox"/> Admiration <input type="checkbox"/> Inferiority	<input type="checkbox"/> Loyalty <input type="checkbox"/> Mistrust	<input type="checkbox"/> Affection <input type="checkbox"/> Hatred

FABULA POINTS

- ◆ **+1 Fabula Point** if you have none at the start of a session.
- ◆ **+1 Fabula Point** when a **Villain** makes an entrance.
- ◆ **+1 Fabula Point** when you **fumble** a **Check**.
- ◆ **+2 Fabula Points** if you **surrender** at zero HP.
- ◆ Spend **1 Fabula Point** after performing a Check to **invoke a trait** to reroll **one or both** dice (not on a **fumble**).
- ◆ Spend **1 Fabula Point** after performing a Check to **invoke a bond** and add its **strength** to the result (once per Check).
- ◆ Spend **1 Fabula Point** to alter the story. If you alter an existing element, you need permission from whoever introduced it.

EXPERIENCE POINTS

- At the end of each session, you automatically gain **5 XP**. Then:
- ◆ Gain **XP** equal to **[Fabula Points spent by the group ÷ number of Player Characters]**.
 - ◆ Gain **XP** equal to **[Ultima Points spent by Villains]**.
- Finally, if you have **10 or more XP**, lose **10 XP** and gain **1 Level**.

INITIATIVE MODIFIER:

DEFENSE:

MAGIC DEFENSE:

EQUIPMENT

May equip: Martial Armor Martial Shields Martial Melee Weapons Martial Ranged Weapons

EQUIPPED ITEM	DESCRIPTION
ACCESSORY	
ARMOR	
MAIN HAND	
OFF-HAND	

BACKPACK & NOTES



ZENIT

ATTRIBUTES & STATUS EFFECTS

	BASE	CURRENT	
DEXTERITY		<input type="checkbox"/> SLOW	ENRAGED
INSIGHT		<input type="checkbox"/> DAZED	
MIGHT		<input type="checkbox"/> WEAK	POISONED
WILLPOWER		<input type="checkbox"/> SHAKEN	

HIT POINTS, MIND POINTS, INVENTORY POINTS

	MAX	CURRENT
HP	(MIG x 5) + LEVEL + OTHER	CRISIS
MP	(WLP x 5) + LEVEL + OTHER	
IP	6 + OTHER	



CHARACTER LEVEL

CLASS / LEVEL	FREE BENEFITS
SKILL INFORMATION	

CLASS / LEVEL	FREE BENEFITS
SKILL INFORMATION	

CLASS / LEVEL	FREE BENEFITS
SKILL INFORMATION	

