

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

QUIRKS



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



ZENIT

CHARACTER LEVEL

CLASS / LEVEL

FREE BENEFITS

SKILL INFORMATION

CLASS / LEVEL

FREE BENEFITS

SKILL INFORMATION

CLASS / LEVEL

FREE BENEFITS

SKILL INFORMATION

# CHARACTER NAME

## OTHER CLASSES

Keep track of additional class information here. Remember, you can only have **up to 3 non-mastered classes**.

CLASS / LEVEL	FREE BENEFITS
SKILL INFORMATION	

CLASS / LEVEL	FREE BENEFITS
SKILL INFORMATION	

CLASS / LEVEL	FREE BENEFITS
SKILL INFORMATION	

CLASS / LEVEL	FREE BENEFITS
SKILL INFORMATION	

## HEROIC SKILLS

## OPTIONAL RULES

Keep track of **Zero Powers** and other special rules of your campaign.



## BACKPACK & NOTES

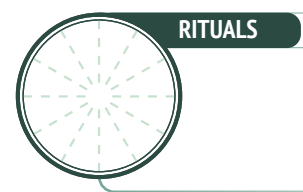
**CHARACTER NAME**

**ARCANA & SPELLS**

Keep track of any **spells** you have learned, as well as any **Arcana** you have bound, here.

NAME	MP	TARGETS	DURATION

NAME	MP	TARGETS	DURATION



**RITUALS**

**Disciplines:**  Arcanism  Chimerism  Elementalism  Entropism  Ritualism  Spiritism

