

Character Name

Archetype Race

Backgrounds

Talents

CHARACTER POINTS:

IMPROVEMENTS :

SPARE CP :

Attributes

EARTH
Physical Strength

WATER
Physical Finesse

FIRE
Mental Strength

AIR
Mental Finesse

DESTINY ABILITY

SKILL BONUS

Traits

Expertises

Weapon Skills

Flaws

Resources


Current / Max

HEALTH

ENERGY

DESTINY

WOUNDS

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PANIC

EXHAUSTION

Injuries & Lingering Effects

Combat

RESISTANCES


VULNERABILITIES


IMMUNITIES


ACTIONS **2**

MOVE **1**

REACTIONS

Melee 

Ranged 

Casting 

Active Responses

DEFENDING (Earth) ☐

DODGING (Water) ☐

CONCENTRATING (Fire) ☐

REACTING (Air) ☐

Passive Responses

ENDURANCE (Earth) ☐

EVASION (Water) ☐

RESOLVE (Fire) ☐

AWARENESS (Air) ☐






STEEL & SCALE



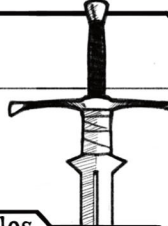
Picture



Weapon 1

SIZE :
TYPE :
RANGE :


Damage Other Rules



Weapon 2

SIZE :
TYPE :
RANGE :

Damage Other Rules




UNARMED DAMAGE :

Armour

TYPE :
PROTECTION :

Other Rules



INVENTORY

MONEY:
AMMO:

CONSUMABLE ITEMS

OTHER EQUIPMENT

CP Expenditures

Background Notes

Languages



