



EVERYTHING IS WRONG

CHARACTER CREATION

Do you have the perfect character but just can't figure out the perfect background for them? The following tables can help give you an idea of the directions you could take with your character's background. Of course, all these tables are optional and you can reroll as many times as you'd like. In the end, these tables are simply here to help you breathe a bit more life into your creation.

If you'd like to go even farther you can even roll in the settings section for what region your character is from and what religion they follow. After you have the results of all the rolls it's up to you to string together an interesting story that makes sense and helps flesh out your character.

These tables are also useful for GMs who are looking to give an interesting backstory to NPCs that might need it.

Step 1: Circumstances of Birth

Roll	Result
1-60	Born with two parents under normal circumstances.
61-85	The result of an illegitimate pregnancy. Roll on the Illegitimate Birth Chart.
86-100	Abandoned after birth. Roll on the Caretaker Chart.

Step 1a: Illegitimate Birth

Roll	Result
1-35	The result of an affair. 50% chance the biological father is known.
36-60	The result of a one night stand. 75% chance the biological father is known.
61-80	Mother was a prostitute. 5% chance the biological father is known.
81-90	Born through a surrogate. 10% chance the biological mother is known.
91-100	Grown in a lab or magically constructed. Character only has a Caretaker.

Step 1b: Caretaker's Role

Roll	Result
1-30	The caretaker simply raised your character.
31-45	The caretaker was assigned to protect your character.
46-60	The caretaker was training your character for a specific purpose.
61-75	The caretaker treated your character as a test subject.
76-85	The caretaker used your character as a source of cheap labor.
86-100	The caretaker was never around, leaving your character to fend for themselves.

Step 2: Quality of Parent / Caretaker (+10 to roll for Step Parents)

Roll	Result
1-55	The parent was loving and nurturing.
56-80	The parent was well-intentioned but not great at parenting.
81-90	The parent viewed your character as a burden.
91-100	The parent was abusive.

Step 3: Family Reputation

Roll	Result
1-10	Your character's family was despised.
11-30	Your character's family was not well liked.
31-70	Your character's family was nothing special.
71-90	Your character's family was well liked.
91-100	Your character's family was loved.

Step 4: Family's Financial Standing

Roll	Result
1-5	No Wealth
6-40	Modest Wealth
41-80	Comfortable Wealth
81-95	Aristocratic Wealth
96-100	Noble Wealth

Step 5: Number of Siblings

Roll	Result
1-25	No Siblings
26-50	1 Sibling
51-75	2 Siblings
76-90	3 Siblings
91-100	3 + 1d4 Siblings

Step 6: Siblings and Birth Order

Roll	Result
1-24	Younger Brother
25-26	Twin Brother
27-50	Older Brother
51-74	Younger Sister
75-76	Twin Sister
77-100	Older Sister

Step 7: Status of Parent, Caretaker, Stepparent, Brothers, and Sisters

Roll	Result
1-55	Alive and well.
56-75	Alive and considers you an ally.
76-85	Alive and considers you a rival.
86-98	Deceased.
99-100	Alive and very famous and influential. Roll a 1d8 to determine their attitude toward you. 1-4: Neutral 5-6: Ally 7-8: Rival

PERKS

Perks			
Name	Tier	Type	Page
Academics Mastery	●	Skill Perks	114
Accurate Spell	●	Spell Enhancers	123
Aggression Boon	●●	Religious Perks	128
Aggression Halo	●●●	Religious Perks	128
Aggression Prayer	●	Religious Perks	128
Air Boon	●●	Religious Perks	129
Air Boon (Storm)	●●	Religious Perks	130
Air Halo	●●●	Religious Perks	129
Air Halo (Storm)	●●●	Religious Perks	130
Air Prayer	●	Religious Perks	129
Air Prayer (Storm)	●	Religious Perks	130
Always Ready	●●	General Combat Bonuses	104
Amplify	●●	Essence Abilities	96
Amulet	●●	Equipment Specialties	95
Animal Friend	●●	Skill Perks	114
Animal Handling	●	Skill Perks	114
AntiMagic Field	●●●	Advanced Spells	86
Arcane Archer	●●	Fighting Styles	101
Archery Mastery	●	Skill Perks	114
Armor Proficiency (Heavy)	●●●	General Combat Bonuses	104
Armor Proficiency (Light)	●	General Combat Bonuses	104
Armor Proficiency (Medium)	●●	General Combat Bonuses	104
Art Mastery	●	Skill Perks	115
Astute	●	Skill Perks	117
Athletics Mastery	●	Skill Perks	115
Augent Attack, II	●●	Essence Abilities	96
Augment Attack, I	●	Essence Abilities	96
Augment Attack, III	●●●	Essence Abilities	96
Awakening	●●	Advanced Spells	88
Bardiche	●●	Equipment Specialties	92
Battle Axe	●●	Equipment Specialties	91
Beast Tongue	●	General Perks	109
Become the Ghost	●●●	Fighting Styles	102
Best Parties	●●	Skill Perks	118
Biting Critique	●	Skill Perks	115
Boastful Liar	●	Skill Perks	117
Bodyguard	●	General Combat Bonuses	104
Bolas	●●	Equipment Specialties	93
Bow Blocker	●●	General Combat Bonuses	104
Breeze	●	Fighting Styles	101
Brutal Strike	●●	Fighting Styles	103
Build Mastery	●	Skill Perks	116
Bulky, I	●	General Combat Bonuses	104
Bulky, II	●●	General Combat Bonuses	104
Bulky, III	●●●	General Combat Bonuses	104
Business Savvy	●	Skill Perks	116
Caltrops	●●	General Combat Bonuses	104
Calvary Expert	●	Skill Perks	114

Perks			
Cantrip Mastery	●●●	Magic Perks	111
Careful Spell	●	Spell Enhancers	123
Cat Claws	●●	Weapon Specialties	91
Chain Mail	●●	Equipment Specialties	94
Charger	●●●	General Combat Bonuses	104
Civilization Boon	●●	Religious Perks	131
Civilization Halo	●●●	Religious Perks	131
Civilization Prayer	●	Religious Perks	131
Climber	●●	General Perks	109
Club	●●	Equipment Specialties	91
Commanding	●●	Advanced Spells	90
Commune	●	Skill Perks	120
Construct Creation	●●●	Advanced Spells	88
Contingency Spell	●	Spell Enhancers	123
Control Beast	●●●	Essence Abilities	96
Convince Mastery	●	Skill Perks	116
Counterspell Defense	●●	Magic Perks	111
Counterspell Efficiency	●	Magic Perks	111
Craft Consumables	●●	Magic Perks	111
Craft Items of Power	●●●	Magic Perks	111
Craft Trinkets	●	Magic Perks	111
Create Undead	●●●	Advanced Spells	87
Crossbow	●●	Equipment Specialties	93
Cutting Fist	●●	Equipment Specialties	93
Cutting Observation	●●	Skill Perks	119
Dagger	●●	Equipment Specialties	91
Dance Caster	●●	Magic Perks	111
Day Boon	●●	Religious Perks	132
Day Halo	●●●	Religious Perks	132
Day Prayer	●	Religious Perks	132
Death Boon	●●	Religious Perks	133
Death Boon (Illness)	●●	Religious Perks	134
Death Halo	●●●	Religious Perks	133
Death Halo (Illness)	●●●	Religious Perks	134
Death Prayer	●	Religious Perks	133
Death Prayer (Illness)	●	Religious Perks	134
Death Throw	●●	General Combat Bonuses	104
Death's Dance	●●●	Essence Abilities	96
Deceive Mastery	●	Skill Perks	117
Dervish	●●	General Combat Bonuses	105
Detect Magic	●	Essence Abilities	96
Detection Mastery	●	Skill Perks	117
Dirty Fighter	●●	General Combat Bonuses	105
Dismissive	●●	Advanced Spells	90
Displacement	●●	Essence Abilities	96
Distract	●●	Skill Perks	117
Diva	●	Skill Perks	121
Diversified	●●	Advanced Spells	90
Double Sided Axe	●●	Equipment Specialties	91
Double Sided Sword	●●	Equipment Specialties	91
Double Strike	●●●	Essence Abilities	96

Perks

Dragon Breath	☼☼☼	Fighting Styles	103
Dragon Fist	☼	Fighting Styles	102
Dragon Tail	☼☼	Fighting Styles	102
Drain	☼☼	Advanced Spells	87
Draining Fist	☼☼	Equipment Specialties	93
Dual Wielding	☼☼	Fighting Styles	100
Duelist	☼☼	General Combat Bonuses	105
Ear to the Ground	☼	Skill Perks	119
Earth Boon	☼☼	Religious Perks	135
Earth Halo	☼☼☼	Religious Perks	135
Earth Prayer	☼	Religious Perks	135
Echo Sight	☼	General Perks	109
Elemental Swap	☼☼	Spell Enhancers	123
Enchanter	☼	Magic Perks	111
Energy Caster	☼☼☼	Magic Perks	111
Energy Master	☼☼☼	Magic Perks	111
Enhanced	☼☼	Advanced Spells	88
Enhanced Hearing	☼	General Perks	109
Essence Borrower	☼☼	Magic Perks	112
Essence Fuel	☼☼	Essence Abilities	97
Essence Increase, I	☼	Magic Perks	111
Essence Increase, II	☼☼	Magic Perks	111
Essence Increase, III	☼☼☼	Magic Perks	111
Essence Shield	☼☼	Essence Abilities	97
Excellent Patient	☼	Skill Perks	120
Exceptional Navigator	☼	General Perks	109
Exertion Strike	☼☼	General Combat Bonuses	105
Expand Spell	☼	Spell Enhancers	123
Extend Range	☼☼	Spell Enhancers	123
Extra Language	☼	General Perks	109
Face Dancer	☼☼☼	Essence Abilities	97
Familiar	☼	Magic Perks	112
Familiar Retainer	☼	Magic Perks	112
Familiar Training, I	☼	Magic Perks	112
Familiar Training, II	☼☼	Magic Perks	112
Fang Strike	☼	Fighting Styles	102
Far Shot	☼☼	General Combat Bonuses	105
Fast Trap	☼☼	Skill Perks	122
Fire Boon	☼☼	Religious Perks	136
Fire Halo	☼☼☼	Religious Perks	136
Fire Prayer	☼	Religious Perks	136
Fist of Falling Stars	☼☼	Equipment Specialties	93
Flail	☼☼	Equipment Specialties	91
Fleet of Foot	☼	Essence Abilities	97
Flier	☼☼☼	General Perks	110
Flier, Graceful	☼☼	General Combat Bonuses	105
Flier, Tactical	☼☼	General Combat Bonuses	105
Flying Talon	☼	Fighting Styles	103
Forceful Blows	☼	General Combat Bonuses	105
Found You	☼	Skill Perks	118
Genius Artificer	☼	Skill Perks	116
Glaive	☼☼	Equipment Specialties	92
Graceful Landing	☼	Skill Perks	115
Grasping Talons	☼☼☼	Fighting Styles	103
Great Axe	☼☼	Equipment Specialties	92
Great Leaper	☼☼	Skill Perks	115

Perks

Great Sword	☼☼	Equipment Specialties	92
Great Weapon Fighting	☼☼	Fighting Styles	100
Greetspear	☼☼	Equipment Specialties	92
Grounded	☼	Essence Abilities	97
Guardian	☼☼	General Combat Bonuses	105
Guided Shot	☼☼	Essence Abilities	97
Guiding Spirits	☼☼	Advanced Spells	89
Gust	☼☼	Fighting Styles	101
Half Plate Mail	☼☼	Equipment Specialties	95
Hammer	☼☼	Equipment Specialties	91
Hand Crossbow	☼☼	Equipment Specialties	93
Hang On	☼	General Combat Bonuses	105
Hardship Boon	☼☼	Religious Perks	137
Hardship Halo	☼☼☼	Religious Perks	137
Hardship Prayer	☼	Religious Perks	137
Hasty	☼☼	Essence Abilities	97
Hatchet	☼☼	Equipment Specialties	91
Hawkeye	☼☼	General Combat Bonuses	105
Headlock	☼☼	General Combat Bonuses	105
Heavy Weapons Mastery	☼	Skill Perks	118
Helpful	☼☼	General Perks	110
Helpful Spirits	☼☼☼	Advanced Spells	88
Hinder, Improved	☼☼	General Combat Bonuses	105
Historian	☼	Skill Perks	114
Hit the Unhittable	☼	Essence Abilities	97
Horde Beater	☼☼	General Combat Bonuses	106
Hunter	☼	General Combat Bonuses	106
Hurl Weapon	☼☼	Essence Abilities	97
Imbue Weapon	☼☼	Essence Abilities	97
Impersonation	☼☼	Skill Perks	117
Impervious Mind	☼	General Combat Bonuses	106
Impress Mastery	☼	Skill Perks	118
Improvised Crafting	☼	Skill Perks	116
Inconceivable Spell	☼☼	Spell Enhancers	123
Inner Power, Improved	☼☼	Essence Abilities	97
Interrupt	☼☼☼	General Combat Bonuses	106
Intimidate Mastery	☼	Skill Perks	118
Investigate Mastery	☼	Skill Perks	119
Invisibility	☼☼☼	Essence Abilities	97
Iron Stamina	☼	General Combat Bonuses	106
Javelin	☼☼	Equipment Specialties	93
Juggernaut	☼☼	General Combat Bonuses	106
Katana	☼☼	Equipment Specialties	91
Keen Nose	☼	General Perks	110
Know Your Terrain	☼☼	Essence Abilities	97
Large Ranged Master	☼☼	Fighting Styles	101
Large Shield	☼☼	Equipment Specialties	94
Lawyer	☼	Skill Perks	114
Leaper	☼	Essence Abilities	98

Perks			
Leather Armor	☼☼	Equipment Specialties	94
Life Boon	☼☼	Religious Perks	138
Life Halo	☼☼☼	Religious Perks	138
Life Prayer	☼	Religious Perks	138
Light Sleeper	☼	Skill Perks	117
Lightning Palm	☼☼	Equipment Specialties	94
Lip Reader	☼	Skill Perks	118
Long Arms	☼☼	General Combat Bonuses	106
Long Bow	☼☼	Equipment Specialties	93
Long Lasting	☼☼	Advanced Spells	87
Longspear	☼☼	Equipment Specialties	92
Longsword	☼☼	Equipment Specialties	91
Lucerne Hammer	☼☼	Equipment Specialties	92
Lucky	☼	General Perks	110
Lucky Spell	☼	Spell Enhancers	123
Mace	☼☼	Equipment Specialties	92
Maul	☼☼	Equipment Specialties	92
Medicine Mastery	☼	Skill Perks	120
Mediciner	☼	Skill Perks	120
Medium Shield	☼☼	Equipment Specialties	94
Melee Flurry	☼☼☼	Essence Abilities	98
Melee Weapon	☼☼	Equipment Specialties	95
Mobile	☼	General Combat Bonuses	106
Mounted Combat	☼☼	General Combat Bonuses	106
Mythological Mastery	☼	Skill Perks	120
Nature Boon	☼☼	Religious Perks	139
Nature Halo	☼☼☼	Religious Perks	139
Nature Mastery	☼	Skill Perks	121
Nature Prayer	☼	Religious Perks	139
Nature Sense	☼	Skill Perks	121
Necrotic Resistance	☼	General Combat Bonuses	106
Never Fully Surprised	☼	Skill Perks	118
Night Boon	☼☼	Religious Perks	140
Night Halo	☼☼☼	Religious Perks	140
Night Prayer	☼	Religious Perks	140
Night Vision	☼	General Perks	110
On a Roll	☼☼	General Combat Bonuses	106
Once More	☼☼	General Perks	110
Orb	☼☼	Equipment Specialties	95
Otherworldly Form	☼☼	Advanced Spells	89
Pack Mule	☼	Skill Perks	115
Parnoa Inducing	☼☼	Skill Perks	119
Parry	☼	General Combat Bonuses	106
Pass Away	☼	Fighting Styles	102
Pass Through Walla	☼☼	Essence Abilities	98
Perform Mastery	☼	Skill Perks	121
Person Vet	☼	Skill Perks	114
Piggy-Back	☼	General Combat Bonuses	106
Pins and Needles	☼☼	Skill Perks	122

Perks			
Plate Mail	☼☼	Equipment Specialties	95
Polymorph	☼☼☼	Advanced Spells	89
Polymorph Ally	☼☼	Advanced Spells	89
Polymorph Enemy	☼☼☼	Advanced Spells	90
Power Climb	☼	Essence Abilities	98
Power Flight	☼☼	Essence Abilities	98
Power of Faith	☼	Religious Perks	127
Power Swim	☼	Essence Abilities	98
Primal Magic Mastery	☼☼	Magic Perks	112
Projectile Storm	☼☼☼	Essence Abilities	98
Prosperity Boon	☼☼	Religious Perks	141
Prosperity Halo	☼☼☼	Religious Perks	141
Prosperity Prayer	☼	Religious Perks	141
Protection Boon	☼☼	Religious Perks	142
Protection Halo	☼☼☼	Religious Perks	142
Protection Prayer	☼	Religious Perks	142
Protective Mount	☼	Skill Perks	114
Psychic Caster	☼	Magic Perks	112
Psychic Vampire	☼☼☼	Magic Perks	112
Push Back	☼☼	General Combat Bonuses	107
Quarterstaff	☼☼	Equipment Specialties	92
Quick Fingers	☼	Skill Perks	122
Quick Healer	☼	General Combat Bonuses	109
Quick Spell	☼☼☼	Spell Enhancers	123
Quivering Palm	☼☼	Equipment Specialties	94
Ranged Weapon	☼☼	Equipment Specialties	96
Ranseur	☼☼	Equipment Specialties	93
Rapid Essence Recovery	☼	Magic Perks	112
Rapid Regeneration	☼☼	General Combat Bonuses	107
Rapier	☼☼	Equipment Specialties	92
Reactive	☼	General Combat Bonuses	107
Reactive Regeneration	☼☼☼	General Combat Bonuses	107
Recover	☼☼	Essence Abilities	98
Regeneration	☼☼☼	General Combat Bonuses	107
Religious	☼☼	Religious Perks	127
Resilience Mastery	☼☼☼	General Combat Bonuses	107
Resistance	☼☼☼	General Combat Bonuses	107
Return to the Earth	☼	Advanced Spells	87
Rigging Monkey	☼	Skill Perks	121
Sailing Mastery	☼	Skill Perks	121
Scale Mail	☼☼	Equipment Specialties	94
Scamper	☼	General Combat Bonuses	107
Scholar	☼	Skill Perks	114
School Mastery	☼☼☼	Magic Perks	112
School Specialist	☼☼☼	Magic Perks	113
School Training	☼☼☼	Magic Perks	113
Scimitar	☼☼	Equipment Specialties	92
Scurry	☼☼	Skill Perks	116
Sea Legs	☼	Skill Perks	121
Second Wind	☼☼☼	General Combat Bonuses	107

Perks

Secret Spell	☼☼	Spell Enhancers	123
See the Invisible	☼	Essence Abilities	98
Self Aware	☼☼	Skill Perks	119
Shield	☼☼	Equipment Specialties	95
Shield Bash	☼☼☼	General Combat Bonuses	107
Shield Expert	☼	General Combat Bonuses	107
Shinobi Ashi	☼☼☼	General Combat Bonuses	107
Short Bow	☼☼	Equipment Specialties	93
Short Range	☼☼	Skill Perks	118
Short Ranged Master	☼☼	Fighting Styles	101
Shortsword	☼☼	Equipment Specialties	91
Shot on the Run	☼☼	General Combat Bonuses	107
Shrut It Off, Improved	☼☼	General Combat Bonuses	107
Shuriken	☼☼	Equipment Specialties	93
Silent Quickness	☼☼	Skill Perks	122
Size Change	☼	General Perks	110
Small Shield	☼☼	Equipment Specialties	94
Snap the Neck	☼☼☼	General Combat Bonuses	108
Sneak Attack	☼	General Combat Bonuses	108
Snipe	☼☼☼	General Combat Bonuses	108
Social Grace	☼	Skill Perks	118
Sorcerous Form	☼☼	Advanced Spells	90
Speedy, I	☼	General Combat Bonuses	108
Speedy, II	☼☼	General Combat Bonuses	108
Speedy, III	☼☼☼	General Combat Bonuses	108
Spell Thief	☼	Magic Perks	113
Spellsword Caster	☼☼	Fighting Styles	100
Spellsword Master	☼☼☼	Magic Perks	113
Spur On	☼☼	Skill Perks	114
Squall	☼☼☼	Fighting Styles	101
Staff	☼☼	Equipment Specialties	92
Staff	☼☼	Equipment Specialties	95
Stand Your Ground	☼	General Combat Bonuses	108
Stealth Leader	☼☼	Skill Perks	122
Stealth Mastery	☼	Skill Perks	122
Sticky Fingers	☼	Skill Perks	122
Stone Body	☼☼☼	Fighting Styles	103
Stone Fist	☼	Fighting Styles	103
Street Magic	☼	Skill Perks	122
Strengthen Spell	☼☼	Spell Enhancers	123
Stretch	☼☼	Essence Abilities	98
Strike the Serpent	☼☼☼	Fighting Styles	102
Strong Arm	☼	Skill Perks	119
Strong Legs	☼	Skill Perks	115
Structural Damage	☼☼☼	Skill Perks	116
Structure Analysis	☼	Skill Perks	116
Studded Leather Armor	☼☼	Equipment Specialties	94
Stunning Performance	☼	Skill Perks	121
Stunning Sermon	☼	Skill Perks	120

Perks

Summon Weapon	☼	Essence Abilities	98
Summoning	☼☼☼	Advanced Spells	90
Supernatural Aficionado	☼	Skill Perks	120
Sweep and Pin	☼☼	Fighting Styles	102
Sweeping Talons	☼☼	Fighting Styles	103
Swift Strike	☼☼	Fighting Styles	100
Swimmer	☼☼	General Perks	110
Switcheroo	☼	General Combat Bonuses	108
Sword and Board	☼☼	Fighting Styles	100
Take Back	☼	Skill Perks	117
Team Fighter	☼☼	General Combat Bonuses	108
Telepathy	☼☼	General Perks	110
Teleport	☼☼	Essence Abilities	99
Tenacious, I	☼	General Combat Bonuses	108
Tenacious, II	☼☼	General Combat Bonuses	108
Tenacious, III	☼☼☼	General Combat Bonuses	108
Thick Skin	☼☼	General Combat Bonuses	108
Thievery Mastery	☼	Skill Perks	122
Third Eye	☼☼	Essence Abilities	99
Thrifty	☼☼	Advanced Spells	87
Throwing Axe	☼☼	Equipment Specialties	93
Throwing Master	☼☼	Fighting Styles	101
Time Hop	☼☼	Essence Abilities	99
Tome	☼☼	Equipment Specialties	95
Tongues	☼☼☼	General Perks	110
Toxin Expert	☼☼	Skill Perks	121
Trap Sense	☼	Skill Perks	122
Traveler	☼	Magic Perks	113
Tree Speech	☼	General Perks	110
Trendsetter	☼	Skill Perks	115
Triage	☼	Skill Perks	120
True Craftsman	☼	Skill Perks	116
True Detective	☼	Skill Perks	119
Truth Extractor	☼☼	Skill Perks	117
Two and Two	☼☼	Skill Perks	119
Uncanny Awareness	☼	Essence Abilities	99
Uncanny Awareness	☼	Skill Perks	119
Uncanny Composure	☼	Essence Abilities	99
Uncanny Reflexes	☼☼	Essence Abilities	99
Unmovable	☼	Skill Perks	116
Unseen	☼☼	Fighting Styles	102
Unwavable	☼☼	General Combat Bonuses	108
Upgrades	☼	Advanced Spells	88
Ventriloquism	☼	Skill Perks	117
Virtuoso	☼	Skill Perks	121
Vitamancer	☼	Magic Perks	113
Vocational Training, I	☼	General Perks	110
Vocational Training, II	☼☼	General Perks	110
Wall	☼☼	General Combat Bonuses	109
Wand	☼☼	Equipment Specialties	95
Warhammer	☼☼	Equipment Specialties	92
Water Boon	☼☼	Religious Perks	143
Water Boon (Ice)	☼☼☼	Religious Perks	144
Water Halo	☼☼☼	Religious Perks	143
Water Halo (Ice)	☼☼☼	Religious Perks	144

Perks

Water Prayer	☼	Religious Perks	143
Water Prayer (Ice)	☼	Religious Perks	144
Weapon Master	☼☼	Fighting Styles	100
Well Oiled	☼☼	Skill Perks	118
Whip	☼☼	Equipment Specialties	91
Wrecking Ball	☼	Skill Perks	116
Wrestler	☼☼	General Combat Bonuses	109
You Found Me	☼	General Combat Bonuses	108
Zen Archer	☼☼	General Combat Bonuses	109
Zippy	☼☼	Essence Abilities	99

Spells

Energy Lance	☼☼☼	Evocation	166
Energy Missile	☼	Cantrip	156
Energy Zone	☼☼	Evocation	167
Evil Eye's Gaze	☼	Enchantment	161
Evoker's Will	☼☼	Evocation	167
Explosion of Sound	☼	Evocation	167
Faerie Blast	☼☼	Enchantment	161
Faerie Blaze	☼☼	Enchantment	162
Faerie Festival	☼☼☼	Enchantment	162
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Fast Friends	☼	Cantrip	156
Fast Magic Mobility	☼	Cantrip	157
Fireball	☼☼☼	Evocation	167
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Flash Freeze	☼☼☼	Evocation	167
Flood the Senses	☼☼☼	Enchantment	162
Flourish	☼☼	Life	171
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CANTRIPS AND SPELLS

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BEASTS

Beasts

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NAME

PORTRAIT

KINDRED AGE SEX

BODY

BRAWN ● ○ ○ ○ ○ ○ ○ ○

FINESSE ● ○ ○ ○ ○ ○ ○ ○

REFLEXES ● ○ ○ ○ ○ ○ ○ ○

- ○ ○ Acrobatics
- ○ ○ Archery
- ○ ○ Athletics
- ○ ○ Burglary
- ○ ○ Crafting
- ○ ○ Heavy Weapons
- ○ ○ Legerdemain
- ○ ○ Martial Arts
- ○ ○ Melee
- ○ ○ Resilience
- ○ ○ Ride
- ○ ○ Sailing
- ○ ○ Stealth
- ○ ○ _____

RACIAL BONUSES AND OTHER NOTES

INITIATIVE

REFLEXES + WITS

SPEED

3 - FINESSE

CONDITION

TENACITY 12 = CON + BRAWN

HEALTH 12 = BRAWN

DYING

- STAGGERED
- STAGGERED
- STAGGERED
- HELPLESS
- RESILIENCE CR 3

MIND

INTELLECT ● ○ ○ ○ ○ ○ ○ ○

WITS ● ○ ○ ○ ○ ○ ○ ○

AWARENESS ● ○ ○ ○ ○ ○ ○ ○

- ○ ○ Academics
- ○ ○ Construction
- ○ ○ Detection
- ○ ○ Insight
- ○ ○ Investigate
- ○ ○ Medicine
- ○ ○ _____
- ○ ○ Nature
- ○ ○ Navigation
- ○ ○ Religion
- ○ ○ Streetwise
- ○ ○ Supernatural
- ○ ○ _____
- ○ ○ _____

PD

REFLEXES

PROTECTION

REGENERATION
HEALS DAMAGE EACH ROUND

HARDNESS
REDUCE PHYSICAL DAMAGE

RESISTANCE
REDUCE ENERGY DAMAGE

NOTES

MD

AWARENESS

AD

COMPOSURE

ESSENCE

5 10 15

1 = CHARISMA + INTELLECT

PERSONALITY

CHARISMA ● ○ ○ ○ ○ ○ ○ ○

PERSUASION ● ○ ○ ○ ○ ○ ○ ○

COMPOSURE ● ○ ○ ○ ○ ○ ○ ○

- ○ ○ Aesthetics
- ○ ○ Animal Affinity
- ○ ○ Convince
- ○ ○ Deceive
- ○ ○ _____
- ○ ○ _____
- ○ ○ Impress
- ○ ○ Intimidate
- ○ ○ Perform
- ○ ○ _____
- ○ ○ _____

Stats: Primary 7, Secondary 5, Tertiary 4
Skills: Choose Six Ten Two Four Two 2

COMBAT ABILITIES

ACTION	ABILITY NAME	DETAILS

Magic

STRIKE
PERSUASION + WITS

SPIKE
INTELLECT + CHARISMA

- ○ ○ Enchantment
- ○ ○ Evocation
- ○ ○ Life
- ○ ○ Transference

NOTES

ACTIONS: P=Primary S=Secondary R=Reaction F=Free M=Movement

PERKS, MANEUVERS, & SPELLS

○○○ _____

○○○ _____

○○○ _____

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Choose Perks: 3 XP

BACKGROUNDS

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Choose Backgrounds: 1-3 XP

NOTES

COIN

COIN	PURCHASES	WEALTH
Silver Coins <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="radio"/> MODEST
Bags of Silver <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="radio"/> COMFORTABLE
Gold Coins <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="radio"/> ARISTOCRATIC
Bags of Gold <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="radio"/> NOBLE
Corners <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="radio"/> ROYAL

EPIC PURCHASES
Cost 5 or More Corners



Start with 1 Silver Coin

INVENTORY

EXPERIENCE

PURCHASED (XP)		PURCHASED (XP)	
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

XP		
TIER 1 SKILL - 1	TIER 2 STAT - 2	TIER 1 PERK - 1
TIER 2 SKILL - 2	TIER 3 STAT - 3	TIER 2 PERK - 2
TIER 3 SKILL - 3	TIER 4 STAT - 4	TIER 3 PERK - 3
	TIER 5 STAT - 5	

Start 5 Bonus XP



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