The Secret Fire

Name _____

Race _____ Calling _____ Calling Title _____

Height _____ Weight _____ Eyes _____ Gender _____ Experience Points _____

ABILITY	ADJ.	DESCRIPTOR
○ STRENGTH		
○ INTELLECT		
○ WISDOM		
○ AGILITY		
○ HEALTH		
○ PRESENCE		

MORALITY

Good — Neutral — Evil

STABILITY

○ Lawful ○ Neutral ○ Chaotic

GOALS

NOTES

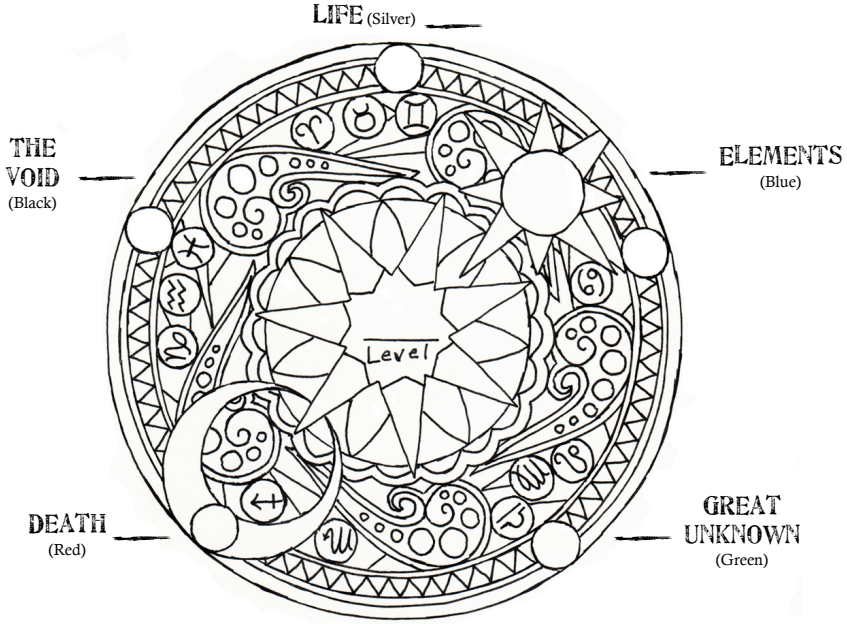
BACKGROUND

Trained Skill:
Teacher:
Area:

Trained Skill:
Teacher:
Area:

Trained Skill:
Teacher:
Area:

CHARACTER WHEEL



RACE & CALLING FEATURES

SKILLS

Athlete (Str)	○	**Perceive** (Wis)	○
Bind Wounds (Wis)	○	**Reflexes** (Agi)	○
Deceive (Pre)	○	**Sneak** (Agi)	○
Endure (Hea)	○	**Theology** (Int)	○
Frighten (Pre)	○	**Thieving** (Agi)	○
Lore (Int)	○	**Underworld** (Wis)	○
Magic (Int)	○	**Wildlife** (Wis)	○

● = Trained

LUCK

MOVEMENT RATE

Day — Exploration — Exchange

TRADEMARKS

C/N
C/N
C/N
C/N
C/N
C/N
C/N

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THE SECRET FIRE

SPELLS OR PRAYERS/DAY ___ C/H ___ I ___ II ___ III ___ IV ___ V

PRAYER/SPELL ATTACK ___

PRAYER/SPELL DAMAGE ___

BATTLE

○ INITIATIVE ○ DODGE

RESISTANCES

○ ARMOR vs. Weapons and Physical Attacks

○ ANTI-MAGIC vs. Paralyzation, Dragon Breath, Spells

○ ENDURANCE vs. Poison, Petrification, Death Magic

○ WILLPOWER vs. Charm, Psychic Assault, Prayers

○ DAILY ENERGY POINTS ○ CURRENT EP

WEAPON	ATTACK	DAMAGE	RANGE	ROF

LEVEL	SPELL	USES LEFT	LEVEL	SPELL	USES LEFT	LEVEL	SPELL	USES LEFT
		○ ○ ○			○ ○ ○			○ ○ ○
		○ ○ ○			○ ○ ○			○ ○ ○
		○ ○ ○			○ ○ ○			○ ○ ○
		○ ○ ○			○ ○ ○			○ ○ ○
		○ ○ ○			○ ○ ○			○ ○ ○
		○ ○ ○			○ ○ ○			○ ○ ○
		○ ○ ○			○ ○ ○			○ ○ ○
		○ ○ ○			○ ○ ○			○ ○ ○
		○ ○ ○			○ ○ ○			○ ○ ○
		○ ○ ○			○ ○ ○			○ ○ ○
		○ ○ ○			○ ○ ○			○ ○ ○
		○ ○ ○			○ ○ ○			○ ○ ○
		○ ○ ○			○ ○ ○			○ ○ ○
		○ ○ ○			○ ○ ○			○ ○ ○
		○ ○ ○			○ ○ ○			○ ○ ○

WOUNDS

GRAZED	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
HURT	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
WOUNDED	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
MESSED UP	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
AT DEATH'S DOOR	○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WOUND EFFECTS

GRAZED = No effect

HURT = +1 on attack rolls

WOUNDED = Movement rate halved

MESSED UP = –2 penalty on all rolls

AT DEATH'S DOOR = Critical Failure on 1–5 & Critical Success on 15–20

Describing an Attack

"Using my (ability descriptor) (ability), I (landing/inflicting/etc.) a (damage descriptor) (blow/fireball/etc.) that inflicts X damage and (additional Energy Point effects)!"

Damage Total	Damage Descriptor
1 – 5	Glancing
6 – 10	Serious
11 – 15	Staggering
16 – 20	Brutal
21+	Deadly

Describing Damage Taken

"My (Resistance type) absorbs (none, some, most, or all) of the (type of attack), leaving me at (new/current Wound Level)."

EQUIPMENT

TOTAL ENCUMBRANCE ___

TALISMANS

MONETARY WEALTH

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