

Character Name _____ Player _____

Size _____ Race _____ Culture _____ EP (total) _____ EP (unused) _____



CHARACTER CREATION SHEET

PERSONAS All Traits need at least 1 point at Character Creation.
After Creation Trait Cost = Current Trait Score x 7

Clevrin Awareness _____ Intelligence _____ Toughness _____

Physsin Agility _____ Speed _____ Strength _____

Socian Creativity _____ Presence _____ Wits _____

Soulin Affinity _____ Core _____ Willpower _____

APTITUDES Starred Aptitudes must have at least 1 Inv before use.
After Character Creation Aptitude Cost = 3 EP if no prior Inv; Otherwise EP Cost = Aptitude Inv x 2

Alchemy* _____ = Aff _____ + Str _____ + Inv _____ + Enh _____

Craft* _____ = Agi _____ + Cre _____ + Inv _____ + Enh _____

Insight _____ = Int _____ + Spe _____ + Inv _____ + Enh _____

Knowledge* _____ = Int _____ + Wil _____ + Inv _____ + Enh _____

Magical Attunement* _____ = Aff _____ + Cor _____ + Inv _____ + Enh _____

Naturism _____ = Pre _____ + Spe _____ + Inv _____ + Enh _____

Persuasion _____ = Pre _____ + Wil _____ + Inv _____ + Enh _____

Protean _____ = Cre _____ + Wit _____ + Inv _____ + Enh _____

Prowess _____ = Str _____ + Tou _____ + Inv _____ + Enh _____

Religious Attunement* _____ = Awa _____ + Cor _____ + Inv _____ + Enh _____

Stealth _____ = Agi _____ + Awa _____ + Inv _____ + Enh _____

Survival* _____ = Tou _____ + Wit _____ + Inv _____ + Enh _____

Vitality Recovery & Spell Regeneration

Vitality Recovery: One-tenth of total Vitality every 6 hours

Spell Regeneration: Racial Adjustment + Core = _____

Calculations for Game Essential Rolls

Vitality (Vi)

Vi _____ = Base _____ + Tou _____ + Str _____ + Enh _____

Actions Per Round (APR)

APR _____ = Spe _____ + Agi _____ + Enh _____ - Ar/Sh _____

Magic Actions Per Round (MAPR)

MAPR _____ = Aff _____ + Wil _____ + Enh _____ - Ar/Sh _____

Vestment (Ve)

Ve _____ = Base _____ + Agi _____ + Ar _____ + Sh _____ + Enh _____

Calculations for Attack & Damage Rolls

Melee Attack Bonus (MAB)

MAB _____ = Base _____ Spe _____ + Enh _____

Melee Attack Duel Wield (MADW)

MADW _____ = Base _____ Spe-4 _____ + Enh _____

Ranged Attack Bonus (RAB)

RAB _____ = Base _____ Awa _____ + Enh _____

Calculations for Spells & Other Checks

Spell Dominance (SD)

SD _____ = Aff _____ + Cor _____ + Int _____ + Enh _____

Magic Resistance (MR)

MR _____ = Wil _____ + Cor _____ + Wit _____ + Enh _____

Spell Cost Allotment (SCA)

SCA _____ = Aff _____ + Cor _____ + Wit _____ + Enh _____

Learned Spell Allotment (LSA)

LSA _____ = Cre _____ + Cor _____ + Int _____ + Enh _____

Persona Benefits (PB)

PB at 200 EP: _____ PB at 400 EP: _____ PB at 600 EP: _____

PB at 800 EP: _____ PB at 1000 EP: _____ PB at 1200 EP: _____

PB at 1400 EP: _____ PB at 1600 EP: _____ PB at 1800 EP: _____

Rate of Movement (RM)

RM _____ = Base _____ + Enh _____

Carrying Capacity (CC)

CC _____ Light _____ Heavy _____

Character Buffs

Vi _____ APR _____ Attack _____

Ve _____ MAPR _____ Damage _____

Melee Damage (MD)

MD _____ = Str _____ + Enh _____

Melee Dmg Off Hand (MDOH)

MDOH _____ = (Str-4) _____ + Enh _____

Ranged Damage (RD)

RD _____ = Cre _____ + Enh _____

Mental Fortitude (MF)

MF _____ = Awa _____ + Wil _____ + Enh _____

Endurance Check (EC)

EC _____ = Tou _____ + Str _____ + Enh _____

Impulse Check (IC)

IC _____ = Spe _____ + Awa _____ + Enh _____

Touch Attack (TA)

TA _____ = Spe _____ + Agi _____ + Enh _____

