

◇ Identity

Page 1

Character _____ Player _____

Role _____ Age _____ Sex _____ Gender _____

◇ Character

full length

◇ Abilities

Ability	Base	Bonus
Strength		
Constitution		
Dexterity		
Intelligence		
Wisdom		
Charisma		

◇ Vitals

powers gated by all three

HIT POINTS	POWER POINTS	PWR MATRIX
/	/	

◇ Defenses

+BCB

Armor	Fortitude	Reflex	Will	BCB	Init	Move

◇ Attacks

3d8 + STR + BCB + Grade

Attack	To Hit	Damage

◇ Equipped

net effect of gear · full builds p.3

Weapons / Held

Weapon / Item	Gr.	Dmg	Range	Abilities

Ammo loaded	Dmg	Clip / Qty	Powers

Armor / Clothing — each piece adds to its own Defense

Worn piece	Gr.	Arm	Fort	Ref	Will
Totals →	—				

GRADE BONUS	SKILL PENALTY

Grade bonus: T+0 · A+1 · P+2 · E+3 (most-used wins). Worn cap = Level+7. Over +4/type → -2 Skill per +2 (Armor → DEX · Ref → STR · Fort → CHA · Will → INT); Grade negates A-2/P-4/E-6.

◇ Level & Progress

Level	Current EXP	Next Level EXP

◇ Resources

Action Pts	/ 8
Hero Pts	
Money	



◇ How powers work

Build powers here. You may only wield your **slotted** count at once (2 at level 1; +1 at levels 3, 5, 8, 11, 14, 17) — **fill the ● to mark one slotted**. Each power links to a **Skill** (roll 3d8 + that bonus vs the target's **Defense**), costs **4 Build Points** across ARMS, and its **PP cost can't exceed your Power Matrix**. Write the effect chain left-to-right: Effect 1 > Effect 2 > ... Swap slots only while resting.

☐ Slotted _____ PP _____

Skill		Bonus		Vs	
Range		Target			

Effect chain (1 > 2 > 3 ...)

Describe or sketch it

☐ Slotted _____ PP _____

Skill		Bonus		Vs	
Range		Target			

Effect chain (1 > 2 > 3 ...)

Describe or sketch it

☐ Slotted _____ PP _____

Skill		Bonus		Vs	
Range		Target			

Effect chain (1 > 2 > 3 ...)

Describe or sketch it

☐ Slotted _____ PP _____

Skill		Bonus		Vs	
Range		Target			

Effect chain (1 > 2 > 3 ...)

Describe or sketch it

☐ Slotted _____ PP _____

Skill		Bonus		Vs	
Range		Target			

Effect chain (1 > 2 > 3 ...)

Describe or sketch it

☐ Slotted _____ PP _____

Skill		Bonus		Vs	
Range		Target			

Effect chain (1 > 2 > 3 ...)

Describe or sketch it

☐ Slotted _____ PP _____

Skill		Bonus		Vs	
Range		Target			

Effect chain (1 > 2 > 3 ...)

Describe or sketch it

☐ Slotted _____ PP _____

Skill		Bonus		Vs	
Range		Target			

Effect chain (1 > 2 > 3 ...)

Describe or sketch it

◇ Weapon basics

Base damage comes from dice, capped by Grade: **T 12 · A 24 · P 36 · E 48**. Dice cost: d4=2m · d6=3m · d8=4m · d10=5m · d12=6m. **Reach** (Burst 2), **Ranged N** (needs ammo), and **Clip** are weapon-only abilities. Each weapon may also carry **Powers** (added to material & durability). On a hit, durability drops by the ability bonus used.

Draw weapon	Weapon _____ Grade											
	Base Dmg		Reach / Ranged				Clip / Ammo					
	Mat.		Cur				Max					
	Abilities											
	Powers (PP ≤ Matrix) — roll 3d8 + Skill bonus vs Defense											
	Power _____ PP					Power _____ PP						
	Skill		Bon		Vs		Skill		Bon		Vs	

Draw weapon	Weapon _____ Grade											
	Base Dmg		Reach / Ranged				Clip / Ammo					
	Mat.		Cur				Max					
	Abilities											
	Powers (PP ≤ Matrix) — roll 3d8 + Skill bonus vs Defense											
	Power _____ PP					Power _____ PP						
	Skill		Bon		Vs		Skill		Bon		Vs	

Draw weapon	Weapon _____ Grade											
	Base Dmg		Reach / Ranged				Clip / Ammo					
	Mat.		Cur				Max					
	Abilities											
	Powers (PP ≤ Matrix) — roll 3d8 + Skill bonus vs Defense											
	Power _____ PP					Power _____ PP						
	Skill		Bon		Vs		Skill		Bon		Vs	

Draw weapon	Weapon _____ Grade											
	Base Dmg		Reach / Ranged				Clip / Ammo					
	Mat.		Cur				Max					
	Abilities											
	Powers (PP ≤ Matrix) — roll 3d8 + Skill bonus vs Defense											
	Power _____ PP					Power _____ PP						
	Skill		Bon		Vs		Skill		Bon		Vs	



Clothing & Armor

DEFENSES · GRADE · HAND / MOBILITY / SIZE · POWERS

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◇ Armor basics

Each piece adds to Armor, Fortitude, Reflex, or Will (+2m per point). **Total worn Defense ≤ Level + 7**. Over +4 in one type → -2 Skill per +2 (Armor → DEX · Ref → STR · Fort → CHA · Will → INT); Grade negates A-2/P-4/E-6. **Hand, Mobility, and Size** are clothing-only abilities. May carry **Powers**. On a miss, durability drops by the defense bonus ×10.

Draw worn piece	Worn _____ Grade										
	Armor		Fort		Reflex		Will				
	Mat.		Cur		Max						
	Abilities (Hand / Mobility / Size)										
	Powers (PP ≤ Matrix) — roll 3d8 + Skill bonus vs Defense										
	Power _____ PP					Power _____ PP					
Skill		Bon		Vs		Skill		Bon		Vs	

Draw worn piece	Worn _____ Grade										
	Armor		Fort		Reflex		Will				
	Mat.		Cur		Max						
	Abilities (Hand / Mobility / Size)										
	Powers (PP ≤ Matrix) — roll 3d8 + Skill bonus vs Defense										
	Power _____ PP					Power _____ PP					
Skill		Bon		Vs		Skill		Bon		Vs	

Draw worn piece	Worn _____ Grade										
	Armor		Fort		Reflex		Will				
	Mat.		Cur		Max						
	Abilities (Hand / Mobility / Size)										
	Powers (PP ≤ Matrix) — roll 3d8 + Skill bonus vs Defense										
	Power _____ PP					Power _____ PP					
Skill		Bon		Vs		Skill		Bon		Vs	

Draw worn piece	Worn _____ Grade										
	Armor		Fort		Reflex		Will				
	Mat.		Cur		Max						
	Abilities (Hand / Mobility / Size)										
	Powers (PP ≤ Matrix) — roll 3d8 + Skill bonus vs Defense										
	Power _____ PP					Power _____ PP					
Skill		Bon		Vs		Skill		Bon		Vs	

◆ Item basics

Anything that isn't a weapon or armor. Grants **+1 Armor** when used to parry and deals **1d4** if swung (durability -2 either way). **Storage Slots & Movement** are item abilities. **Subtypes**: Eternal · Quickly Made · Skill Use · Blast · Ammo. Like all gear, items may carry **Powers** (PP cost ≤ your Power Matrix; item PP cap by Grade: T30 · A60 · P90 · E120).

Draw item	Item _____ Grade																			
	Subtype					Qty		Mat.												
	Storage / Move					Cur		Max												
	Abilities																			
	Powers (PP ≤ Matrix) — roll 3d8 + Skill bonus vs Defense																			
	Power _____ PP					Power _____ PP														
	Skill		Bon		Vs		Skill		Bon		Vs									

Draw item	Item _____ Grade																			
	Subtype					Qty		Mat.												
	Storage / Move					Cur		Max												
	Abilities																			
	Powers (PP ≤ Matrix) — roll 3d8 + Skill bonus vs Defense																			
	Power _____ PP					Power _____ PP														
	Skill		Bon		Vs		Skill		Bon		Vs									

Draw item	Item _____ Grade																			
	Subtype					Qty		Mat.												
	Storage / Move					Cur		Max												
	Abilities																			
	Powers (PP ≤ Matrix) — roll 3d8 + Skill bonus vs Defense																			
	Power _____ PP					Power _____ PP														
	Skill		Bon		Vs		Skill		Bon		Vs									

Draw item	Item _____ Grade																			
	Subtype					Qty		Mat.												
	Storage / Move					Cur		Max												
	Abilities																			
	Powers (PP ≤ Matrix) — roll 3d8 + Skill bonus vs Defense																			
	Power _____ PP					Power _____ PP														
	Skill		Bon		Vs		Skill		Bon		Vs									



any currency

Currency	Amount

T · A · P · E

Grade	Bonus	Dur./mat	\$ each	Found
Traveler	+0	+25	\$1	1d8
Adventurer	+1	+50	\$2	1d4
Professional	+2	+75	\$4	1d2
Elite	+3	+100	\$8	1

a substance can be any grade — e.g. Oak · A · 5

[illegible]

target = total material cost

Project	Type	Subtype	Mat. cost (target)	Roll total	Durability

3d8 + Skill > damage

Item	Damage	Roll	Material used	Result

- 1 • **Gather materials.** A material is a named substance (wood, iron, silk) of a given grade. Higher grades add a flat bonus to attack, power & skill rolls and more durability. The **most-used grade** becomes the item's grade.
- 2 • **Design the item.** Pick Type (Weapon / Clothing-Armor / Item), Subtype, Abilities, and any Powers. Tally the total **material cost** — that number is your craft target.
- 3 • **Make the craft roll.** Roll **3d8 + Skill (Ability) Bonus** and bank it; keep rolling, adding each result, until you meet or exceed the target. Allies pool rolls; a hired hand costs \$2 per +1 of their skill.
- 4 • **Set durability.** Base = your Skill Bonus (boosted total if a Power aided the final roll), then add per material: **T +25 · A +50 · P +75 · E +100**.
- 5 • **Craft time** (per attempt, –Skill/Ability Bonus): Eternal 4d60 min · Quickly Made 1d60 · Skill Use 2d60 · Blast 3d60 · Ammo 1d60.

Wear: weapon hit –(ability bonus used) · armor miss –(def bonus ×10) · item-as-gear –2 · any power –(its PP cost).

Maintain: 3d8 + Skill > current damage restores full durability (fail = +1 damage); 10 in-game min = +1 to the roll.

Repair: spend a matching dominant-grade material + a Skill check; restores T25 · A50 · P75 · E100, never past max.

Enhance: re-roll against the new higher material total to add dice, defense, abilities, or max durability.





Traits

ROLE · BLOODLINE · FLAIRS · FLAWS

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◇ Role & Role Flairs

Tank · Attacker · Welder · Strider · Guardian

Role _____ Role Bonus _____

Role Flairs (1 at start from your Role; +1 from any Role at levels 5/10/15/20 — each pairs a Flaw)

Role Flair	Effect

◇ Bloodline

built with 4 Markers · Human gains +1

Bloodline _____ Size _____ Markers _____ / 4

Markers spent (size · parts · stat/skill boosts)

Trait / Part	Cost	Effect

Net bloodline effects (HP · defenses · movement · abilities)

Size: Tiny (1m) +2 Reflex/−2 Fort · Large (2m) +2 Fort/−2 Reflex +5×BCB HP, ½ speed indoors · Massive (4m) +3 Fort/−3 Reflex +10×BCB HP. Human is baseline (gains a marker). Markers may also add hands/wings/tails or raise a stat or skill mastery.

◇ Flairs

permanent perks · often +X +BCB in a situation

Flair _____	Flair _____
Flair _____	Flair _____
Flair _____	Flair _____

◇ Flaws

optional · up to 2 at creation · one pairs each Flair gained

Flaw _____	Flaw _____
Flaw _____	Flaw _____



◇ Appearance & Demeanor

◇ Ambition & Drive

what pushes them forward

◇ Convictions

the lines they won't cross — what grounds them

◇ Backstory



Characters Active Memory Points · bonds & allies live here

[illegible]

group CAMP totals

Faction	Standing	Bonus

[illegible]



Quick Rules

COMBAT CHEAT SHEET · KEEP AT THE TABLE

Page _____ Reference _____

◇ The Round

Initiative: 3d8 + DEX + WIS + mods, high to low (reroll each round optional). **Per turn:** 2 actions + 1 free action. Held actions fire after your turn; unused fade at round end. **Duration powers** repeat at round start; **Burst items** go off at round end.

◇ Core Formulas

Attack / Skill: 3d8 + Ability Bonus + Skill Bonus + BCB + Role vs Defense/DC. **Move:** 2 spaces, +1 per DEX bonus, +1 per 2 CON bonus. **Defenses:** Armor 12+(CON+DEX) · Fort 12+(STR+CON) · Reflex 12+(DEX+WIS) · Will 12+(WIS+CHA).

◇ Actions

Action	Cost	Effect
Basic Attack	1	3d8 + bonuses vs Defense; then roll damage.
Run & Attack	1	Move full, then attack at -2.
Small Power	1	Power costing 3 + (Level×3) PP or less.
Full Power	2	Power at full potential; damage/buff ×1.5.
Arming / Dressing	1	Swap weapon/armor or drop an item.
Reloading	1	Load a ranged weapon.
Skill Check	1 / free	Test a skill; 3d8 + Skill (Ability) Bonus.
Movement	1 / free	Cover your move; may split between actions.

◇ Points

Action Pts (max 8, rest 1 hr to regain): +1 action, or roll 2d12 to boost a roll/HP/PP. One per round. **Hero Pts:** like Action Pts but double the effect. **Master Pt:** HM-granted; a single rules-free wish (can't raise Power Matrix or make more Master Pts).

◇ Clash Zones

Entering an enemy's melee range puts you in their **Clash Zone**. Leaving it carelessly provokes a **Counter Strike** (a free Basic Attack). Use an **Escape Action** (1 action) to withdraw safely. Forced movement doesn't provoke.

◇ Status Effects

Effect	What it does	Effect	What it does
Stunned	Loses free action; can't move/speak.	Blinded	-5 to all but listening; move halved.
Slowed	Half speed (round up).	Held	No movement; may still act otherwise.
Off-Balance	-1 to all rolls until end of turn.	Knocked-Back	Pushed; 1d6 per space if it hits an obstacle.
Petrified	Stone — no actions, unharmable; revive at 1 HP.	Repelled	Pushed back, no collision damage.

◇ Cover & Tactical Edge

Soft cover (shrubs, allies): +3 Armor. **Heavy cover** (walls): +6 Armor. **Tactical Edge** (flanked, blinded, etc.): +1 to attacks & defenses vs that foe; a second instance makes it +2. Firing into a group & missing → roll to see if an ally is hit; allies aren't reliable cover vs area effects.

◇ Grappling

Initiate vs target's **Reflex**. Then opposed rolls: **Size (+2/category) + STR + Level + grapple skills**; higher wins. Overpower → damage is automatic with whatever weapon the winner holds.

◇ Dual Wielding & Range

Two weapons: roll each attack separately, **-1d10 to each**. Ranged powers reach **6 spaces (25 ft)** by default; +1 PP per extra space. **Melee-only** power: cost -6 PP (min 1).

◇ Movement Detail

Base 2 spaces; +1 per DEX bonus, +1 per 2 CON bonus. **Difficult terrain:** ×2 cost (or Athletics check). **Climb/Swim:** ×2 cost, may need STR/Acrobatics. Split movement freely between actions.

◇ Building Powers (ARMS)

4 Build Points across the four categories

Category	Rolls vs	What it's for
Assault	Reflex / Fort / Will	Damage, debuffs, forcing the target — hurts or hinders.
Reinforcement	target willing / Armor	Heals & buffs self or allies (Armor if they resist).
Munitions	Armor	Builds on a weapon's Base Damage to punch through.
Strategy	—	Modifies the power: range, duration, burst, minions, twists.

◇ Recovery & Resting

Action Points refill after 1 in-game hour of rest. HP/PP recovery depends on the campaign setting (Instant · Godly 10/min · Heroic 5/min · Commoner 1/min · Real = items only). Swap slotted Powers only while resting. Skill checks out of combat take **1d6 – Ability Bonus** minutes (10 min = +1 to the roll).