

Fallen Empire Character Sheet

Name: -----

Looks: -----

Origin: -----

Character Points

start with 10

Total:

Unspent:

physical



details:

----- 1
----- 3
----- 6

strength, agility, endurance,
melee combat, ranged combat

mental



details:

----- 1
----- 3
----- 6

wits, knowledge, perception,
tactics, stealth

social



details:

----- 1
----- 3
----- 6

charisma, deception, etiquette,
streetwise, reputation

magical



paths:

----- 1 ----- 2
----- 3 ----- 4
----- 5 ----- 6

harm, enchant, heal, illusion, influence,
move, perceive, protect, summon, transform

harm

armour			lesser	moderate	severe
light	heavy	shield	-1 die next action	-1 die	need help

additional splits: 1, 3, 6, 10, 15 character points

Traits

----- 1
----- 3
----- 6
----- 10
----- 15

Stress

					1	3	6	10	15
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Mana Burnout

		1	3	6	10	15	
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Equipment

			1	3	6	10	15
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Coins

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Common traits: Impressive Physique, Protector, Reflexes, Vigorous, Iron Will, Organised, Magic Artefact, Companion, Nobility, Land & Title

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Equipment On Hand

<input type="radio"/>	a melee weapon
<input type="radio"/>	a ranged weapon
<input type="radio"/>	extra arrows or bolts
<input type="radio"/>	a large weapon
<input type="radio"/>	light armour
<input type="radio"/>	heavy armour
<input type="radio"/>	a shield
<input type="radio"/>	fancy clothing
<input type="radio"/>	travel gear
<input type="radio"/>	adventuring gear
<input type="radio"/>	thieving tools
<input type="radio"/>	herbalism/healer tools
<input type="radio"/>	ritual components
<input type="radio"/>	a pack animal
<input type="radio"/>	a riding horse
<input type="radio"/>	a healing potion

Allies: ----- gain enemy

----- gain enemy

Enemies: -----

Player Cheat Sheet:

rolling the dice:

- roll dice equivalent to the ability you are using
 - +1 die if you have a fitting detail
- look for the highest die:
 - more than one 6: critical success
 - 6: success
 - 4-5: partial success
 - 1-3: bad outcome

spend stress to:

- avoid a consequence
- push yourself (2 stress/tension)
- assist others
- lead the group
- protect another character
- have a flashback (1-3 stress)

spend tension to:

- have an interlude (everyone chooses 1 downtime activity)
- get a lucky break
- advance a plot

downtime activities (choose 2):

- Recover
- Relax
- Recharge
- Restock
- Train
- Work
- Gather Information
- Acquire Asset
- Enchant
- Long-Term Project