

CHARACTER CREATION WORKSHEET

LIFE PATH JOURNEYS

Roll result	Notes	
ORIGIN		
Roll result	Notes	Agenda
SOLO		
ALLIANCE		

HERO BASICS

Ability Level	Species	Archetype

POWERS

Level	Base	Rank	Total

ATTRIBUTES [4 points per +1]

CON	DEX	SPD	STR	CR
CHA	INT	PER	WIL	MR
TOTAL POINTS ON ATTRIBUTES				

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TOTAL POINTS ON POWERS

SKILLS [1 point per +1]

Specializations: 4 points per level. Max of three levels

Skill	Lvl	Skill	Lvl
ATHLETICS		PILOTING	
EVADE		RANGED FIGHTING	
FIGHTING		RESISTANCE	
INFLUENCE		SCHOLAR	
INTUITION		STEALTH	
INVESTIGATION		TECHNICAL	
MOVEMENT		THIEVERY	
PERFORM			
TOTAL POINTS ON SKILLS		<input type="text"/>	

DISADVANTAGES

Type

RELATIONSHIP:

INTERNAL:

EXTERNAL:

OTHERS ATTRIBUTES

Hero Points	Wealth	Hit Points	Mind Points	Physical Defense	Mental Defense

TOTALS

ATTRIBUTES [4 PTS PER +1]

SKILLS [1 PTS PER +1, 4PTS FOR SPECIALIZATIONS]

POWERS [VARIABLE COST]

WEALTH [2 PTS PER LEVEL. BASE OF 2 LVLS]

TOTAL



MOS COMBAT OPTIONS

Attack Margin of Success Options

MoS Cost	Combat Critical
1	<ul style="list-style-type: none">Add +1 damage to attackBypass Armor: Disregard 1 PR of Armor
2	<ul style="list-style-type: none">Add +2 damage to attackBypass Armor: Disregard 2 PR of ArmorIncrease Initiative +1DisarmKnock DownPressing the Attack
3	<ul style="list-style-type: none">Add +3 damage to attackBypass Armor: Disregard 3 PR of ArmorCritical WoundKnock BackStunned
4	<ul style="list-style-type: none">Add +4 damage to attackBypass Armor: Disregard 4 PR of ArmorFeintSevere WoundSundering Blow

NOTE: Adding damage and Bypassing Armor continues to escalate with each MoS.

Bypassing Armor

Used to hit the areas of an opponent that are not covered by armor to ignore its Protection Rating. The amount of armor bypassed is determined by the MoS of the attack roll.

Example: Naadirah strikes at an opponent and gets MoS +2. The Hero could opt to bypass 2 PR of the armor worn. If they received a MoS +3, they could bypass two points of PR and do an additional 1 point of damage.

Critical Wound

The target suffers a critical wound and must make a CON or WILL roll. See Critical Wounds, ("Critical Wounds" on page 362).

Disarm

The target is disarmed and loses an item they were holding (player decides). If the target doesn't have any weapons in their hands or can't hold an item, they lose their footing and fall (see Knock Down below).

Feint

The Hero has created an advantage, giving a +2 bonus that the Hero or a teammate may take advantage of against the opponent.

Initiative Increase

The Hero may take the option of increasing their Initiative. This may be done only once during a combat.

Knock Back

The target is knocked back AVs equal to the Strength of the attack minus the weight of the Object. Treat the target as if they are falling in the case of hitting obstacles in their path.

Example: A Hero with a STR +7 hits an opponent with a 2 AV weight. The target is knocked back 5 AVs distance. After travelling 4 AVs of distance, the target hits a wall and takes damage as if they fell 4 AVs.

Knock Down

The target is knocked down prone ("Prone and Crouching" on page 345) and must spend an action getting back up.

Pressing the Attack

The Hero gains some sort of advantage that will give them a bonus +2 on their next action directed at the opponent.

Severe Wound

The target suffers a terrible wound and loses 1 Hit or Mind Points for 4 minus the target's CON/WIL rounds (minimum of one round).

Stunned

The target is stunned next round ("Stun" on page 361).

Sundering Blow

The target's weapon, shield, or armor takes damage from the attack. Reduce effectiveness of the item by 2. Sundering Blows only affect armor worn by a target. Natural armor (fur, scales, etc.) is not affected by Sundering Blows.

PANTHEON

NAME:

AUT	FOR	INS	MIG	MOB	GRA	REN	KA

BANES

- Chthonic
- Destitute
- Doomed/Cursed
- Known Drunks & Philanderers
- Old Rivalry
- Rash
- Reviled
- Under Scrutiny
- Upstarts

BOONS

- Authority
- Celebrity
- Contacts
- Focused
- Manse
- Masters of Ka
- Patron
- Psychic Link
- Savage
- Stalwarts
- Trait Shifter
- Distinctions*
 - Artificer
 - Emissary
 - Leader
 - Mender
 - Schemer
 - Warlord
- Dominion
- Followers
- Monument
- Sphere of Excellence
- Titan

*NOTE: The following Boons can only be attained once the pantheon has at least four other Boons.

Members

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Agendas

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Notes

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- Renown:** Average of the groups Renow
- Hero Points:** The number of members
- Grandeur:** 10 + Fortitude + 1 for every 25 Renown of the pantheon's Renown.

Renown and Pantheon Advancement

As the pantheon progresses, they may advance their pantheon's Boons or raise an Attribute, but not at the same time.

Every 25 Renown: Pick a Boon or Raise Attribute** by one

**= Authority, Fortitude, Insight, Might, Mobility

PANTHEON: THE DIVINTIES

AL

CON DEX SPD STR CR

CHA INT PER WIL MR

HP MP KA WR SL

Powers

Notes

AL

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CHA INT PER WIL MR

HP MP KA WR SL

Powers

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AL

CON DEX SPD STR CR

CHA INT PER WIL MR

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