

CHARACTER NAME _____

PLAYER NAME _____

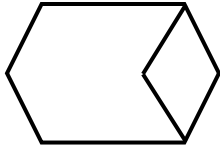
PATH _____ / _____ / _____ LEVEL _____

RACE _____ SUBRACE _____ GENDER _____

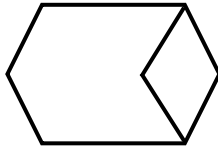
AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

Legends and lore

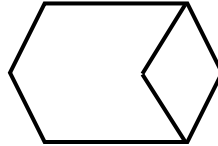
ATTRIBUTES



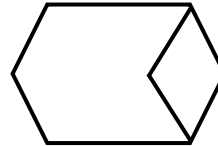
BODY



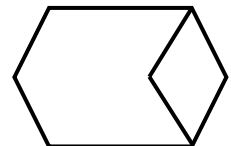
INSTINCT



MIND



PRESENCE



SPIRIT

INITIATIVE



MOVE



RESOLVE



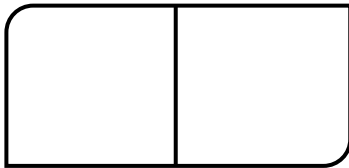
FATE



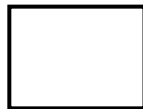
POD



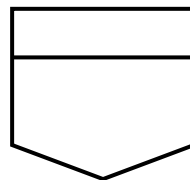
HEALTH



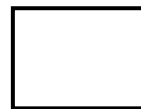
REC



DEFENSE



REN



ENERGY



RACIAL ABILITIES

EDGES & FLAWS

WEAPON

ATTACK

DV

CLASS

ROA

NOTES

ADVANCEMENT CHART

You will track your advancement on the chart below. At level 5 you will choose your Primary Path and at level 10 your Advanced Path to gain access to more powerful abilities.

GAIN 1 SKILL RANK EACH ADVANCEMENT IN ADDITION TO THE BONUS LISTED ON THIS CHART

LEVEL 0	
	+1 to RENEWAL
	+1 to INITIATIVE
	LEVEL 1: Path Ability
	+1 to RESOLVE
	+1 to RECOVERY
	LEVEL 2: Path Ability
	+1 to ATTRIBUTE of choice
	+5 ENERGY
	LEVEL 3: Path Ability
	+1 to DEFENSE
	+5 HEALTH
	LEVEL 4: Path Ability
	+1 to INITIATIVE
	+1 to RESOLVE
	LEVEL 5: Primary Path Ability
	+1 to ATTRIBUTE of choice
	+5 ENERGY
	LEVEL 6: Path Ability
	+1 to DEFENSE
	+5 HEALTH
	LEVEL 7: Path Ability
	+1 to RESOLVE
	+10 POD
	LEVEL 8: Path Ability
	+1 to ATTRIBUTE of choice

	+1 to RENEWAL
	LEVEL 9: Path Ability
	+1 to DEFENSE
	+1 to ATTRIBUTE of choice
	LEVEL 10: Advanced Path Ability
	+5 ENERGY
	+1 to RESOLVE
	+ Lesser Edge of choice
	LEVEL 11: Path Ability
	+5 HEALTH
	+1 to ATTRIBUTE of choice
	+10 POD
	LEVEL 12: Path Ability
	+1 to DEFENSE
	+1 to RECOVERY
	+1 to MOVE
	LEVEL 13: Path Ability
	+5 ENERGY
	+1 to RESOLVE
	+1 to ATTRIBUTE of choice
	LEVEL 14: Path Ability
	+ Lesser Edge of choice
	+5 HEALTH
	+1 to ATTRIBUTE of choice
	LEVEL 15: Path Ability
MAX LEVEL 15	

NOTE: USERS OF MAGIC CAN TRADE ANY ADVANCEMENT FOR A NEW SPELL OR POWER
 (They will still receive the free skill rank but will swap out the bonus listed on this chart)