HellFrost

Fast! Furious! Fun! Character Sheet

Player Name: _____ Date Created: _____

CHARACTER PROFILE

Name: _____

Concept: _____ Age: ____ Date of Birth: _____

Lang.: _____

Rank: N S V H L EXP: _____ LP: _____

PHYSICAL DESCRIPTION

Race: _____ Height: _____

Skin Tone: _____ Weight: _____

Hair Color: _____ Handedness: _____

Eye Color: _____ Body Quirks: _____

ATTRIBUTES

	d4	d6	d8	d10	d12
Agility:	●	○	○	○	○
Smarts:	●	○	○	○	○
Spirit:	●	○	○	○	○
Strength:	●	○	○	○	○
Vigor:	●	○	○	○	○

DERIVED STATISTICS

	BASE	MODIFIER
Pace:		
Parry: (2+HALF FIGHTING)		
Toughness: (2+HALF VIGOR)		
Charisma:		

HINDRANCES

Name	Modifiers

EDGES & HISTORY

Name	Modifiers
N	
5	
10	
15	
S	
25	
30	
35	
V	
45	
50	
55	
H	
65	
70	
75	
L	
90	
100	
110	
120	
130	
140	

SKILLS

HEALTH

Wounds!

Shaken: Damage more than Toughness. Only free Actions. (Half Pace movement.) Roll Spirit to recover (raise means you may act this turn), you may act on a success.

Wound: Every Raise over Toughness causes a wound.

Maintaining Powers: If maintaining a power whilst becoming shaken or wounded: Roll arcane skill (including all modifiers from maintained spells) vs. damage taken. If shaken by non-damaging source (e.g. Test of Wills) roll Smarts (TN=4).

Bonus Damage: Raise on attack roll adds+1d6 damage.

Incapacitation: See p. 68.

-1 ○
-2 ○
-3 ○

Inc.!

-2 ○
-1 ○

Fatigue!

SPELLS

Spell	Trapping	Page

OTHER STATISTICS

Encumbrance:

Glory: ____ -1 ○

Maintained Spells: ____ -2 ○ -3 ○

w/o Pack: ____

WARGEAR

Weapon	Range	ROF	Damage	Weight

Armor	Area Protected	Protection	Weight

AMMO

_____ ○ ○ ○ ○ 5 ○ ○ ○ ○ 10 ○ ○ ○ ○ 15 ○ ○ ○ ○ 20 ○ ○ ○ ○ 25

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Current Date: _____ Season: _____

FAMILY AND MOTIVATION

CHARACTER BIO

CHARACTER PORTRAIT

CURRENCIES

	EXCHANGE RATE	AMOUNT
Gold S.: (1lbs. per 100GS)	1:1	
Silver Scield: (1lbs. per 100SS)	10:1	
Trade Goods: (2lbs. per 5GS)	varies	___G___S
_____:		

PERMANENT INJURIES

PERSONALITY

Aggressive / Violent	○—○—○—○—○—○—○	Peaceful / Diplomatic
Passive	○—○—○—○—○—○—○	Instigating
Reckless	○—○—○—○—○—○—○	Cautious
Self-Serving	○—○—○—○—○—○—○	Selfless
Disregards the law	○—○—○—○—○—○—○	Abides the law
Suspicious	○—○—○—○—○—○—○	Trusting

GLORY

	80
20	100
40	120
60	140

ALLIES/SQUAD

Name: _____ XP: _____

Pace: ____ Parry: ____ Toughness: ____

Ag: ____ Sm: ____ Sp: ____ St: ____ Vi: ____

Skills: _____

Edges: _____

Notes: _____

POSSESSIONS

Item	Location	Weight	Description

WEIGHT LIMIT: _____ PENALTY: _____ WEIGHT CARRIED: _____

Default weight limit: Str*5 pounds.

Encumbrance: -1 per additional multiple on Ag and Str roll totals and skills linked to those.

Max. weight limit: Three additional multiples (cannot go above -3 penalty).

NOTES

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Patron Deity: _____ Duty: _____

STAFF AUGMENTATION

Aura: ☐ Shadows: +2 Intimidation; Calm: +2 Persuasion

Damage: d4; AP 0 — d6; AP 1 — d8; AP 2

Deflect: 1 2 Ranged attacks against mage at -1/-2. Not vs. AOE.

Spell Store: (See below:)

SINS

Minor: _____

Major: _____

Mortal: _____

SPELLS

	Spell	Trapping	Page	Range	Effect	Finesse

ALCHEMICAL DEVICES

Device	Effect	Weight

HERBAL REMEDIES

Type	Effect	Weight

MAGIC RULINGS

Backlash (Magic): Natural 1 on Trait Die or Snake Eyes. Consult Siphoning Table. Losing access to powers means all maintained spells end immediately.
Backlash (Miracles): Natural 1 on Trait Die means shaken, Snake Eyes means a level of fatigue (one hour). Minor sin: -2 Faith for a week. Major sin: No powers for a week. Mortal sin: No powers until atonement is done. Maintained Spells end.
Druidism: Natural environment: +1. Rural: +0. Urban: -1.
Elemental Loci: Same element: +1/+2/+4; other Element: -1/-2/-4 (outer/inner/core).
Elementalism: Must make Gestures.
Heahwisardry: -2; each round spent casting gives +1; max extra rounds=0,5*Sm.
Hrimwisardry: >1°C: -1| 0 - -10: +0| -11 - -21: +1| -22 - -32: +2| -33 - -44: +4| <44: +6.
Hrimwisards do not suffer siphoning. They become shaken and fatigue (30 min).

NOTES

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