

ASPECTS OF FANTASY

CHARACTER SHEET

Character Name	Race	Player Name	Exp Points	Level
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Class	Character Background	Speed
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Gender
 Male
 Female

Initiative Modifier		
TOTAL	DEX Attribute	Misc. Modifiers
[]	=	[] + []
Melee Attack Bonus		
TOTAL	Attribute	Misc. Modifiers
[]	=	[] + []
Ranged Attack Bonus		
TOTAL	DEX Attribute	Misc. Modifiers
[]	=	[] + []

Primary	ABILITY SCORES/ATTRIBUTES				
	ABILITY SCORE NAME	ABILITY SCORE	ABILITY MODIFIER	LEVEL BONUS	ATTRIBUTE
<input type="checkbox"/>	<i>STR</i> Strength	[]	[] + []	[]	[]
<input type="checkbox"/>	<i>DEX</i> Dexterity	[]	[] + []	[]	[]
<input type="checkbox"/>	<i>CON</i> Constitution	[]	[] + []	[]	[]
<input type="checkbox"/>	<i>INT</i> Intelligence	[]	[] + []	[]	[]
<input type="checkbox"/>	<i>WIS</i> Wisdom	[]	[] + []	[]	[]
<input type="checkbox"/>	<i>CHA</i> Charisma	[]	[] + []	[]	[]

Hit Points

NONLETHAL DAMAGE



Armor Class (AC)

Full AC [] = 10 + [] + [] + [] + [] + []

Armor Bonus Shield Bonus Misc. Modifiers Size Modifier Dex Modifier

Vision Type
 Normal
 Low-Light
 Darkvision

ARMOR/SHIELD	EV	Aspects/Notes

MELEE WEAPON	DAMAGE	EV	Aspects/Notes

RANGE WEAPON	DAMAGE	RANGE	EV	Aspects/Notes

ASPECTS

1

Fate Point Refresh

TOTAL [] = Base Amount [] + Charisma Modifier []

LANGUAGES

TRAITS	
Name	Notes

POSSESSIONS		
EV	Item	Notes

Coinage:

Total EV

Character ER (Str. Mod + 1)

Modified ER

FATE POINTS

Place FATE POINT Tokens Here

1	2	3	4	5	6	7	8
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Destiny Points

[] [] [] [] []

