

| | | | | | |
|-------------|--------------------------------|-------------------------|----------------------|-------------|----------------------|
| Player Name | <input type="text"/> | Avatar Name | <input type="text"/> | Repute | <input type="text"/> |
| Race | <input type="text"/> | 1 st Ability | <input type="text"/> | Disrepute | <input type="text"/> |
| Order | <input type="text"/> | Rank | <input type="text"/> | Dark Repute | <input type="text"/> |
| Knack | <i>More space on page four</i> | | | | |
| Quirk | <i>More space on page four</i> | | | | |

Base Ratings

| | Health | Precision | Intellect | Speed | AEP* |
|---------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| Base Total | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| Current Total | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

* Multiply unmodified Speed Base Rating times four to arrive at Activation Energy Points

Disaster Avoidance Ratings

| | | | | | | | |
|-----------|----------------------|-----------|----------------------|-----------|----------------------|-----------|----------------------|
| 2 x Speed | <input type="text"/> | 3 x Speed | <input type="text"/> | 4 x Speed | <input type="text"/> | 5 x Speed | <input type="text"/> |
|-----------|----------------------|-----------|----------------------|-----------|----------------------|-----------|----------------------|

Abilities and Ability Scores

| Rank | Ability | Score | Rank | Ability | Score |
|-----------------|----------------------|----------------------|------------------|----------------------|----------------------|
| 1 st | <input type="text"/> | <input type="text"/> | 7 th | <input type="text"/> | <input type="text"/> |
| 2 nd | <input type="text"/> | <input type="text"/> | 8 th | <input type="text"/> | <input type="text"/> |
| 3 rd | <input type="text"/> | <input type="text"/> | 9 th | <input type="text"/> | <input type="text"/> |
| 4 th | <input type="text"/> | <input type="text"/> | 10 th | <input type="text"/> | <input type="text"/> |
| 5 th | <input type="text"/> | <input type="text"/> | 11 th | <input type="text"/> | <input type="text"/> |
| 6 th | <input type="text"/> | <input type="text"/> | 12 th | <input type="text"/> | <input type="text"/> |

Arms Carried

| Weapon | Qty | Base Harm | Harm Class | Range Radius | Speed | Precision Bonus | Harm Bonus |
|--------|-----|-----------|------------|--------------|-------|-----------------|------------|
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |

Arrows or Bolts

| | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 |

Armour & Shield / Other Protection

| Armour | Protection Percent | Protection Value | Speed Penalty | Base Health | Damage Taken |
|--------|--------------------|------------------|---------------|-------------|--------------|
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

Useful Information

| | | | |
|--|---------------------------|--|---------------------------|
| AB: Activity Block – 12 Seconds | ABC: AB Count – 3 Seconds | Alfar: Non human | NAC: Non Avatar Character |
| Veshoge: Human like race from another world; not from Alfar worlds | | Initiative: 1d10 + Current Speed BR – Speed Penalty for Wpn or Encht | |

Avatar Personality

| |
|--|
| |
|--|

Avatar History

| |
|--|
| |
|--|

Order & Benefits

| | | | |
|------------------------------|--|--------------|--|
| Order | | Social Class | |
| Required Abilities for Order | | | |
| Rank | | Status | |
| Mandatory Abilities | | | |
| Excluded Abilities | | | |
| Needed Abilities & Score | | | |

Knacks

| |
|--|
| |
|--|

Quirks

| |
|--|
| |
|--|

Grades, Activation Times & Power Costs

| Grade | Time Cost | Power Cost |
|--------------|----------------------|---------------|
| Very Minimal | 1 second real time | Power cost 2 |
| Minimal | 2 seconds real time | Power cost 3 |
| Low Moderate | 3 seconds real time | Power cost 4 |
| Moderate | 3 seconds real time | Power cost 5 |
| Good | 4 seconds real time | Power cost 6 |
| Very Good | 5 seconds real time | Power cost 7 |
| Strong | 7 seconds real time | Power cost 8 |
| Very Strong | 9 seconds real time | Power cost 9 |
| Major | 12 seconds real time | Power cost 10 |
| Extreme | 20 seconds real time | Power cost 12 |