MASTERS OF METAL & MAGIC

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PC CREATION DATE: _____

CAMPAIGN NAME: _____

PLAYER NAME

INITIATIVE

SURPRISE

DEFENSE

CHARACTER NAME: KYUT CHAOS MAGE

SPECIE: Kyut

CULTURE: None

SPECIE OR CULTURAL PERKS & NOTES: 1,000 Bits; Can't use armor proficiencies.

ARMOR PROFICIENCY: NA (CP)

ARMOR EQUIPPED: NA

ARMOR MATERIAL: NA

Th #

ARMOR VALUE: 0 (ARMOR) | MAX 5 CURRENT | 5 (SHIELD)

TOUGHNESS

ENDURANCE

SHIELD PROFICIENCY: Guard Shield (CP 4)

SHIELDS EQUIPPED: Guard & Forearm

SHIELD MATERIAL: Metal & Metal

3 TOUGH HIDE

WOUNDS

L. ARM 5-6 | 12 | R. ARM 7-8

L. LEG 1-2 | 9-11 | R. LEG 3-4

(MARK DAMAGED LOCATIONS)

BANKED CP	SPENT CP	PRIMARY ASPECT	SECONDARY ASPECT	TERTIARY ASPECT	MOVE RATE	REPUTATION
	55	Practiced	Theoretical	Cunning	5	-6

WEAPON PROFICIENCIES - ATTACKS - MISSILE TRACKING

WEAPON PROFICIENCY OR ATTACK	CP	MODIFIERS	DAMAGE: TYPE - AMOUNT	MISSILES: TYPE #	USED/LOST
DMA	Mage		Magic / 2	Magic	

LIFE FORCE: 1 BONUS 15 / CURRENT

15 CP SPENT | CLF

ADVANTAGES

DESCRIPTION	CP
Chaos Mage	5
Strong Will	5
Rapid Healer	8

DISADVANTAGES

DESCRIPTION	CP BONUS
Monstrous level 6	Kyut

TOTAL BONUS STARTING CP: 0

BITS: 45

SILVER RINGS

GOLD RINGS

COINS

BANK MONEY

VALUABLE TRINKETS

TOTAL BITS

BANK LOCATIONS

SPELLS/EQUIPMENT/TRAPS NOTES/RUNIC ITEMS or READIED ELIXIRS/GRENADES

(20 ELIXIRS/10 GRENADES ON BANDOLIER)

- General Antidote Ingested x4
- Cure Disease Ingested x4
- Cure Minor Wound Ingested x2
- Cure Major Wound Ingested x1
- Mind Veil Ingested x1

PROTECTIVE'S

- SHROUD
- RESIST
- RESIST
- RESIST
- RESIST

STATUS EFFECTS

SKILLS LEARNED

DESCRIPTION & # BOUGHT	CP	ASPECT/BASIC

ABILITIES & TALENTS ACQUIRED

DESCRIPTION & # BOUGHT	CP
Tough Hide	12
Minor Transformation	6

ADVANTAGES

DESCRIPTION	CP

NOTES/SPELLS/RUNIC ITEMS/ELIXIRS

GM rolls for 5 spells at each SR/SS based upon Tier.

EQUIPMENT/TRAPS/DEVICES/ELIXIRS/RUNIC ITEMS

Guard Shield
Adventurers Pack
Bandolier
Pouch

ITEMS IN BACKPACK OR POUCHES

Bits in pouch; Grappling Hook; Flare x1; Armor Patch x2; Bandolier/Belt (20 tiny items); Blanket; Flint & Steel; Provisions & Water (1 Week);Rope 50 feet; Satchel; Sleeping Roll; Tent (1 creature); Torches x5

CYBERNETIC MODIFICATIONS:

SKILLS LEARNED

DESCRIPTION & # BOUGHT	CP	ASPECT/BASIC

ABILITIES & TALENTS ACQUIRED

DESCRIPTION & # BROUGHT	CP

STEAM ITEMS

STEAM MODIFIERS

INITIATIVE: ☐ MOVE: ☐

SURPRISE: ☐

SAB BASE TYPE	STEAM AMOUNT
	TOTAL / USED

UPGRADES

SAB BASE TYPE	STEAM AMOUNT
	TOTAL / USED

UPGRADES