MASTERS OF METAL & MAGIC

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PC CREATION DATE: _____
CAMPAIGN NAME: _____

PLAYER NAME

INITIATIVE

SURPRISE -1 | 0

DEFENSE

CHARACTER NAME
Ursidae Scorcher

SPECIE Ursidae
CULTURE None

SPECIE OR CULTURAL PERKS & NOTES
1,000 Bits starting; Can't use Steam or tiny/small proficiencies. May use 2 handed weapons in one paw. Quadruped run with no items in paws.

ARMOR PROFICIENCY Chain Mail Armor | CP 6
ARMOR EQUIPPED Chain Mail
ARMOR MATERIAL Metal

Th #
ARMOR VALUE 6 (ARMOR) | MAX 13 CURRENT | 7 (SHIELD)
TOUGHNESS
ENDURANCE
TOUGH HIDE

SHIELD PROFICIENCY Soldier Shield | CP 8
SHIELDS EQUIPPED Soldier & Forearm
SHIELD MATERIAL Metal

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	Dexterous	Theoretical	5/10	

WEAPON PROFICIENCIES – ATTACKS – MISSILE TRACKING

WEAPON PROFICIENCY OR ATTACK	CP	MODIFIERS	DAMAGE: TYPE – AMOUNT	MISSILES: TYPE #	USED/LOST
Meteor Hammer	8		Blunt 4	Reach	

LIFE FORCE
1 BONUS
2 / CURRENT
2 CP SPENT | CLF

ADVANTAGES

DESCRIPTION	CP
Scion of Fire	10
Enhanced Smell	2

DISADVANTAGES

DESCRIPTION	CP BONUS
Monstrous level 5	Ursidae

TOTAL BONUS STARTING CP: 0

BITS 44
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)
Cure Major Wound Ingested x2
General Antidote Ingested x1

PROTECTIVE'S
SHROUD
RESIST
RESIST
RESIST
RESIST

STATUS EFFECTS

SKILLS LEARNED

DESCRIPTION & # BOUGHT	CP	ASPECT/BASIC

ABILITIES & TALENTS ACQUIRED

DESCRIPTION & # BOUGHT	CP
Fiery Mage Light	Scion
Fire Dart	5
Minor Fire Form	8
Brawn	6

ADVANTAGES

DESCRIPTION	CP

NOTES/SPELLS/RUNIC ITEMS/ELIXIRS

EQUIPMENT/TRAPS/DEVICES/ELIXIRS/RUNIC ITEMS

Meteor Hammer; Reach 15 ft.
Chain Mail Armor
Soldier Shield
Metal Forearm Shield
Pouch x2
Adventurers Pack

ITEMS IN BACKPACK OR POUCHES

Bits in pouch; 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