

VEILFARERS

CHARACTER SHEET

NAME

GENDER/PRONOUNS

HERITAGE

BACKGROUND

CLASS

SUBCLASS

LEVEL

EVASION

SHIELDS

AGILITY

Sprint
Leap
Maneuver

STRENGTH

Lift
Smash
Grapple

FINESSE

Control
Hide
Tinker

INSTINCT

Perceive
Sense
Navigate/Pilot

PRESENCE

Charm
Perform
Deceive

KNOWLEDGE

Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR
DAMAGE

MARK 1 HP

MAJOR
DAMAGE

MARK 2 HP

SEVERE
DAMAGE

MARK 3 HP

HP

STRESS

HOPE/EFFORT

Spend a Hope to use an experience or help an ally

RESOLVE

HOPE/RESOLVE FEATURE

EXPERIENCES

CLASS FEATURES

EFFORT MOVES

1 **Steady Hands:** +2 before a practiced roll.
Read the Room: ask 1 tactical or social question.
Push Through: ignore 1 minor penalty on your next action.

2 **The Opening:** gain Advantage on your next roll.
Try Again: re-roll 1 Duality die after rolling.
Brace: reduce the next visible hit by 1 severity band.
Cover the Angle: an ally's next roll this turn gains +2

3 **Second Wind:** clear 2 Stress outside a rest.
Seize the Moment: add 1 extra favorable consequence.

ACTIVE WEAPONS

Proficiency

PRIMARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

SECONDARY

NAME

TRAIT & RANGE

DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

NAME

BASE THRESHOLDS

BASE SCORE

FEATURE

CLASS PROFICIENCY

EXTRA TECH

MILITARY

EXPERIMENTAL

SPECIAL

CLASS ACCESS

RESOURCES

WEALTH LEVEL

COVERED EXPENSES

CREDITS

REPUTATIONS

1

2

3

4

5

Rival

1

2

3

4

5

Rival

1

2

3

4

5

Rival

1

2

3

4

5

Rival

1

2

3

4

5

Rival

1

2

3

4

5

Rival

VEILFARERS

CHARACTER SHEET

NAME

GENDER/PRONOUNS

HERITAGE

BACKGROUND

CLASS

SUBCLASS



LEVEL

CHARACTER PORTRAIT

INVENTORY

DRONES

NAME

GRADE/TIER

HP

EVASION

THRESHOLD

ARMOR

MODULE SLOTS

MODULE 1

MODULE 2

MODULE 3

MODULE 4

MODULE 5

Protocols, damage, legal status, loaded fallback, signal notes...

Nombre

ANCESTRY GIFT

AUGMENTATIONS

capacity = 3 traits + frame

CAPACITY TRAIT 1

CAPACITY TRAIT 2

CAPACITY TRAIT 3

FRAME BONUS

CAPACITY

INSTALLED

STRESS LOCKED

TOTAL CAPACITY

AUGMENTATION 1

AUGMENTATION 2

AUGMENTATION 3

AUGMENTATION 4

AUGMENTATION 5

AUGMENTATION 6

NOTES

COMMUNITY ADVANTAGES

NOTES