

## #

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# CHAPTER 10: SHEETS



# CHARACTER SHEET



Player Name: \_\_\_\_\_ Character Name: \_\_\_\_\_  
 Race: \_\_\_\_\_ XP: \_\_\_\_\_ Spent / Remaining \_\_\_\_\_ Gender: **M / F / O**  
 Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Hair / Eye Color: \_\_\_\_\_ / \_\_\_\_\_  
 Age: \_\_\_\_\_ Languages Known: \_\_\_\_\_

**KEY:** **STATS** **Combat Skills**

		Rank	Rating	Bonus
	<b>STRENGTH</b>			
	Melee			
	Athletics			
	Intimidate			
	<b>TOUGHNESS</b>			
	Block			
	<b>AGILITY</b>			
	Dodge			
	Hand-to-Hand			
	Acrobatics			
	Operate: Striker			
	Security			
	Sleight of Hand			
	Stealth			
	<b>INTELLIGENCE</b>			
	Arkāna			
	Craft: Alchemy			
	Craft: Armaments			
	Craft: Mechanics			
	Lore: TYPE			
	Lore: TYPE			
	Lore: TYPE			
	Lore: TYPE			
	Lore: TYPE			
	Lore: TYPE			
	Medicine			
	Navigation			
	Survival			
	<b>WILLPOWER</b>			
	Psy			
	Resolve			
	<b>PERCEPTION</b>			
	Ballistic			
	Awareness			
	Operate: Airship			
	Scrutiny			
	Search			
	<b>CHARISMA</b>			
	Devotion			
	Command			
	Deceit			
	Diplomacy			
	Disguise			
	Inquiry			
	Perform			

STRIDE	CARRY CAPACITY
yds.	Current / Max

Rank	Dice
1	1d4
2	1d6
3	1d8
4	1d10
5	1d10 + 1d4
6	1d10 + 1d6
7	1d10 + 1d8
8	2d10
9	2d10 + 1d4
10	2d10 + 1d6
11	2d10 + 1d8
12	3d10
13	3d10 + 1d4
14	3d10 + 1d6
15	3d10 + 1d8
16	4d10
17	4d10 + 1d4
18	4d10 + 1d6
19	4d10 + 1d8
20	5d10

ARMOR	Grade
DR	
Tough. Req.	Mods
	Current/Max
	Mods

SHIELD	Grade
DR	
Str. Req.	Mods
	Current/Max
	Mods

PROSTHETICS	Name / Location	Grade	Wear Limit	Description

CONDITION	HEALTH	INITIATIVE
	Current	
		ACTIONS
	Current	Threshold

PARANOIA	Eccentricities / Neuroses		
	Current / Total		

CONVICTION	Aspect	Rank	Points	Range
	Graces	Rank		Description
		2		
		5		
	9			

MARTIAL ARTS	Style	Impact	Race	
	Rank	Abilities		
	1			
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			
10				

WEAPONS	Name						
	Damage	Grade	UC	Hours	Range	Clip	Reload
	Mods						
	Name						
	Damage	Grade	UC	Hours	Range	Clip	Reload
	Mods						
	Name						
	Damage	Grade	UC	Hours	Range	Clip	Reload
	Mods						

RESOLVE	PHYSICAL	
	Toughness + Resolve =	
	MENTAL	
Willpower + Resolve =		

ARKANA	School	Rank
	Primaltheurgy	
	Necromancy	
	Range	Overcast
		Current / Max

PSY	Discipline	Rank	Range
	Kinesis		
Illusion			

<b>RACIAL TRAITS</b>	<i>Name</i>	<i>Description</i>

<b>BIOGENICS</b>	<i>Name</i>	<i>UC / Cost</i>	<i>Book/Page</i>	<i>Description</i>

<b>TALENTS</b>	<i>Name</i>	<i>XP</i>	<i>Book/Page</i>	<i>Description</i>

**Notes Held:** ~~⌘~~

<b>EQUIPMENT</b>	<i>Name</i>	<i>Cost</i>	<i>Qty</i>
<b>Total</b>			



# MASTERMIND SHEET



Game Master: \_\_\_\_\_ Character Name: \_\_\_\_\_  
 Race: \_\_\_\_\_ XP: \_\_\_\_\_ Spent / Remaining \_\_\_\_\_ Gender: M / F / O  
 Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Hair / Eye Color: \_\_\_\_\_ / \_\_\_\_\_  
 Languages Known: \_\_\_\_\_

		Rank	Bonus
STATS & SKILLS	<b>STRENGTH</b>		
	Melee		
	Athletics		
	Intimidate		
	<b>TOUGHNESS</b>		
	Block		
	<b>AGILITY</b>		
	Dodge		
	Hand-to-Hand		
	Acrobatics		
	Operate: Striker		
	Security		
	Sleight of Hand		
	Stealth		
	<b>INTELLIGENCE</b>		
	Arkāna		
	Craft: Alchemy		
	Craft: Armaments		
	Craft: Mechanics		
	Medicine		
Navigation			
Survival			
<b>WILLPOWER</b>			
Psy			
Resolve			
<b>PERCEPTION</b>			
Ballistic			
Awareness			
Operate: Airship			
Scrutiny			
Search			
<b>CHARISMA</b>			
Devotion			
Command			
Deceit			
Diplomacy			
Disguise			
Inquiry			
Perform			

		STRIDE	CARRY CAPACITY
		yds.	Current / Max
DIE CODES	Rank	Dice	
	1	1d4	
	2	1d6	
	3	1d8	
	4	1d10	
	5	1d10 + 1d4	
	6	1d10 + 1d6	
	7	1d10 + 1d8	
	8	2d10	
	9	2d10 + 1d4	
	10	2d10 + 1d6	
	11	2d10 + 1d8	
	12	3d10	
	13	3d10 + 1d4	
	14	3d10 + 1d6	
	15	3d10 + 1d8	
	16	4d10	
	17	4d10 + 1d4	
	18	4d10 + 1d6	
	19	4d10 + 1d8	
20	5d10		

CONDITION	HEALTH	INITIATIVE	DAMAGE
	Current / Max		
	Current / Threshold		

RESOLVE	PHYSICAL	
	Toughness + Resolve =	
	MENTAL	
Willpower + Resolve =		

PARANOIA	Eccentricities / Neuroses	
	Current / Total	

ARKĀNA	School	Rank
	Primaltheurgy	
	Necromancy	
	Range	Overcast
	Current / Max	

		Style	Impact	Race
MARTIAL ARTS	Rank	Abilities		
	1			
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			
10				

CONVICTION	Aspect	Rank	Points	Range
	Graces	Rank	Description	
		2		
		5		
		9		

PROSTHETICS	Name / Location	Grade	Wear Limit	Description

NOTES

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# DELVE INTO A WORLD OF PERILOUS EXPLOITS AND HORROR

Millennia ago, the world of Feneryss was shattered. The Alypse gathered in the millions to sacrifice themselves in a ritual to their god, Ragnarok. They failed, and in so doing destroyed the world. The ritual bled magic into the world, known as arkäna, and allowed unimaginable eldritch horrors to cross the divide. The oceans boiled away, tectonic plates clashed, and catastrophic storm systems ravaged civilization.

Mankind was reduced to scrounging in the ash and rubble. Subjected to the elements and the warped power of arkäna, humanity was transformed. When the dust settled, not one, but eight distinct races arose to face the challenge.

What will you do? Will you defend budding civilization from the monsters and undead roaming the world? Will you captain a motley crew aboard your very own airship? Will you harness the power of the elements and Aspects for good or evil? Will you be the one to unravel the world's arkäne mysteries and ascend to godhood? There are many paths for an ambitious adventurer.

**WHAT IS  
YOURS?**

**Shattered** is a self-contained pen-and-paper roleplaying game. Gather a handful of your friends around the table and realize your favorite imagined heroes in the adventures you've always dreamed of!

## Contained within this book are:

- Full rulesets for players and a guide for Game Masters.
- A detailed description of the world of **Feneryss**, its important places, and interesting people, complete with gorgeous full color landscapes.
- A helpful guide to the **8 playable races**, their cultures, and their origins.
- An **experience-based character development system**: create the adventurer you've always wanted by purchasing stats, talents, and skills.
- Unique archetypes, including **Arkäna**, **Conviction**, and **Psy**. Manipulate the elements, raise the dead, wield the power of supernatural forces, and pierce the minds of your foes.
- A complete tutorial for constructing and operating your own unique **airship**. Take to the skies as a sailor, mercenary, merchant, or pirate!
- Craft the ultimate enemy and surround it with an army of underlings using our **monster creation system**.
- A visually detailed **Bestiary** filled with more than **75** monsters, and a **guide to creating your own!**

Shattered contains themes and descriptions that are intended for mature audiences.

**PLAYER DISCRETION IS ADVISED**

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