

Character Sheet

ASHES IN THE WAKE

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Player: _____

Campaign: _____

Date: _____

NAME

ANCESTRY

ROLE

BACKGROUND

LINEAGE

ADVANCES

STR

DEX

CON

INT

WIS

CHA

MOD

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HEALTH

Current ____ / Maximum ____

$\max(4, 6 + \text{CON}) + \text{purchased increases} - \text{current injuries}$

DEFENSE

$10 + \text{DEX} + \text{armor} + \text{cover}$

Armor rating ____ (also reduces Health loss)

PLAGUEFIRE ATTENTION

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Any character can gain attention. Plaguemarked lineage: starts at 1; minimum 1.

ARCANE MARK TRACK

Capacity ____

Boxes ____

Arcane Traces ____

Highest tier ____

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$\max(3, 4 + \text{CON}) + \text{arcane bonuses (Arcanist +1)}$. Three arcane Traces → one Tier-1 box. Full track: owe Mark, reset, keep paying. Long rest: clear 1 box; zero resets tier.

DIVINE STRAIN

Safe limit ____

Strain ____

Divine Traces ____

Channeling lost? ☐

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$\max(3, 4 + \text{CON}) + \text{divine bonuses (Devout +1)}$. Three divine Traces → one strain. Above limit: declared Health price, Exhausted, no channeling. Long rest: clear 2 strain.

Keep the ledgers separate; numeric totals are authoritative, printed pips are a counting aid. Breather (10–15 min): clear unconverted Traces (0–2 each). Health healing clears neither ledger.

FEATURES

Role feature tree

SPELLS

Name + tier

TIES & OBLIGATIONS

Min. 1 tie, 1 obligation

GEAR & RELIC

Exposure 0–4 per relic / ash lot

MARKS TAKEN

Arcane entry · severity · ongoing effect

INJURIES

NOTES

Player

GM