MISTBORN
ADVENTURE GAME

CHARACTER NAME _____

CONCEPT _____

CREW NAME _____ CAUSE _____ TARGET _____ METHOD _____

RACE _____ SEX _____ AGE _____ HEIGHT _____ WEIGHT _____

ATTRIBUTES

	DICE
PHYSIQUE	
CHARM	
WITS	

STANDING

	DICE	SPENT
RESOURCES		
INFLUENCE		
SPIRIT		

RESILIENCE

	SCORE	DAMAGE
HEALTH		
REPUTATION		
WILLPOWER		

TRAITS & BURDENS

DRIVE: _____ _____

PROFESSION: _____ _____

SPECIALITY: _____ _____

FEATURE: _____ _____

PERSONALITY: _____ _____

TRAGEDY

_____

_____

DESTINY

_____

_____

SECRETS KNOWN

_____

_____

_____

_____

ADVANCEMENTS

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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POWERS

POWER	TYPE	RATING	CHARGES	STUNTS
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			
	☐ ALLOMANCY ☐ HEMALURGY ☐ FERUCHEMY ☐ OTHER			

EQUIPMENT

ITEM	RULES	PROP
		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐
		☐

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