

Character Name: _____

Species: _____

Career: _____

Player: _____

KEYFORGE

SECRETS OF THE CRUCIBLE



BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

SOAK

WOUND THRESHOLD

STRAIN THRESHOLD

M/R DEFENSE

SKILLS

GENERAL SKILLS	CAREER?	RANK
Æbercraft (Will)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Athletics (Br)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Computers (Int)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Cool (Pr)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Coordination (Ag)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Discipline (Will)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Mechanics (Int)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Medicine (Int)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Operating (Int)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Perception (Cun)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Piloting (Ag)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Resilience (Br)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Riding (Ag)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Skulduggery (Cun)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Stealth (Ag)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Streetwise (Cun)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Survival (Cun)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Vigilance (Will)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶

COMBAT SKILLS	CAREER?	RANK
Brawl (Br)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Gunnery (Ag)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Melee (Br)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Ranged (Ag)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶

SOCIAL SKILLS	CAREER?	RANK
Charm (Pr)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Coercion (Will)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Deception (Cun)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Leadership (Pr)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Negotiation (Pr)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶

KNOWLEDGE SKILLS	CAREER?	RANK
Æber (Int)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Crucible (Int)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Culture (Int)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
Science (Int)	<input type="checkbox"/>	▶▶▶▶▶▶▶▶

CUSTOM SKILLS	CAREER?	RANK
	<input type="checkbox"/>	▶▶▶▶▶▶▶▶
	<input type="checkbox"/>	▶▶▶▶▶▶▶▶

ÆFFECTS

ÆFFECT	TYPE
POWER	

ÆFFECT	TYPE
POWER	

ÆFFECT	TYPE
POWER	

ÆFFECT	TYPE
POWER	

WEAPONRY

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL

MOTIVATIONS

STRENGTH:

FLAW:

DESIRE:

FEAR:

CHARACTER DESCRIPTION

FORM:

PHYSIOLOGY:

SIZE & SHAPE:

NOTABLE FEATURES:

EQUIPMENT LOG

WEAPONS & ARMOR:

PERSONAL GEAR:

AMBITS:

AMBER:

NOTES

CRITICAL INJURIES

SEVERITY

RESULT

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TALENTS & SPECIAL ABILITIES

NAME

PAGE #

ABILITY SUMMARY

NAME	PAGE #	ABILITY SUMMARY
	▶	
	▶	
	▶	
	▶	
	▶	
	▶	
	▶	
	▶	
	▶	
	▶	

TOTAL XP:

AVAILABLE XP:

TALENT PYRAMID



TALENT	ACTIVE?
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PAGE #	

TALENT	ACTIVE?
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PURCHASING TALENTS

This sheet tracks the talents that you purchase for your character. When you purchase your character's first Tier 1 talent, record it in the upper leftmost box in the Tier 1 column.

When purchasing talents, your character must have more talents in a tier than they do in the next highest tier.

5 XP
TIER 1

10 XP
TIER 2

15 XP
TIER 3

20 XP
TIER 4

25 XP
TIER 5

Vehicle Name: _____
Make/Model: _____
Control Skill: _____
Details: _____



SILHOUETTE

MAX SPEED

HANDLING

DEFENSE

ARMOR

HULL TRAUMA

STRAIN THRESHOLD

WEAPONS

WEAPON	SKILL	FIRING ARC	DAMAGE	CRIT	RANGE	SPECIAL

CARGO HOLD

ENCUMBRANCE CAPACITY:

CONSUMABLES:

OCCUPANTS

CREW:

PASSENGERS:
