

# 1. Name:

# Burning Wheel Character Burner Worksheet

## 2. Lifepaths

name	setting	time	res	stats (m/p)	lead from
_____ / _____					
Skill points: _____ Required skill: _____ Other skills: _____					
General Skill points: _____					
Trait points: _____ Required trait: _____ Other traits: _____					
name	setting	time	res	stats (m/p)	lead from
_____ / _____					
Skill points: _____ Required skill: _____ Other skills: _____					
General Skill points: _____					
Trait points: _____ Required trait: _____ Other traits: _____					
name	setting	time	res	stats (m/p)	lead from
_____ / _____					
Skill points: _____ Required skill: _____ Other skills: _____					
General Skill points: _____					
Trait points: _____ Required trait: _____ Other traits: _____					
name	setting	time	res	stats (m/p)	lead from
_____ / _____					
Skill points: _____ Required skill: _____ Other skills: _____					
General Skill points: _____					
Trait points: _____ Required trait: _____ Other traits: _____					
name	setting	time	res	stats (m/p)	lead from
_____ / _____					
Skill points: _____ Required skill: _____ Other skills: _____					
General Skill points: _____					
Trait points: _____ Required trait: _____ Other traits: _____					
name	setting	time	res	stats (m/p)	lead from
_____ / _____					
Skill points: _____ Required skill: _____ Other skills: _____					
General Skill points: _____					
Trait points: _____ Required trait: _____ Other traits: _____					

### Lifepath Totals

**Total Skill Points** \_\_\_\_\_ **Total Trait Points** \_\_\_\_\_ **Stat Pools**

**Total General Skill Points** \_\_\_\_\_ **Total Resource Points** \_\_\_\_\_ **Mental** \_\_\_\_\_

**Physical** \_\_\_\_\_

## 3. Age

**Total Time** \_\_\_\_\_

**+ 1 per Lead** \_\_\_\_\_

**= Starting Age**

## 4. Stats

Start at B0.  
Each must be at least B1.  
Grey shade costs 5 pts.  
White shade costs 10 pts.

**Mental Pool**

**Will**  shade  expnt

**Perception**

**Physical Pool**

**Power**  shade  expnt

**Forte**

**Agility**

**Speed**

## 5. Attributes

**Health**  shade  expnt

Average of Will and Forte, ±CB18

**Steel**

Base B3, ±CB20

**Hesitation:** \_\_\_\_\_ (10-Will)

**Reflexes**

Average of Perception, Agility, Speed, rounded down

**Mortal Wound**

Base B6 + Average of Will & Forte

## 11. PTGS

**Superficial**

1/2 Forte, rounded down, + 1

**Light (Li)** **Severe (Se)**

**Midi (Mi)** **Traumatic (Tr)**

No wound tolerance more than 1/2 Forte distant from another.

**Mortal Wound**

