General Information

	Name	Race	Classes and Level	Exp.
Score				
Bonus				
	Strength	Constitution	Dexterity	Wisdom	Intelligence	Charisma	Willpower

Save Bonus			
	Resilience	Initiative	Wits	Willpower

Armor Type, AC and Breakage	Armor Weakness	Movement

Max. Hit Points	Current Hit Points	Temporary Hit Points	Hit Dice

Vulnerabilities	Resistances	Immunities
		(10, 15, 20, 25, 30) Successes - , Fails -
Size	Senses	Current Reaction DC Death Status

Weapons and Common Attacks

Weapon Name	Hit Bonus	Damage Die	Weapon Properties	Breakage

Features and Resources

Name	Description	Refresh	Name	Description	Refresh

Proficiencies (Bonus: +   , Cap: /   )

Skills:

Skill	Training	Bonuses
Acrobatics		Dex -
Athletics		Str - , Con -
Culture		Int -
Deception		Cha -
History		Int -
Insight		Wis -
Intimidation		Str - , Cha -
Investigation		Int -

Skill	Training	Bonuses
Medicine		Wis - , Int -
Nature		Wis - , Int -
Perception		Wis -
Performance		Cha -
Persuasion		Cha -
Sleight of Hand		Dex -
Stealth		Dex - , Cha -
Sorcery		Wis - , Int -

Tools:

Tool	Training	Tool	Training
Alchemist		Runecarver	
Artist		Smith	
Clothier		Woodworker	

Armor and Weapons:

Armor Type	Training	AC Bonus	Weapons		
Light		+ Dex			
Medium		+ Dex / 2			
Heavy		Constant			
Shields		Additive			

Languages:

Saving Throws:

Inventory

Name	#	Weight	D	B	P	?	Name	#	Weight	D	B	P	?

Lightweight Commodities:

Coin	#	SP Worth
Copper (cc)		
Silver (sc)		
Gold (gc)		

Gem	#	SP Worth / #

Gem	#	SP Worth / #

1 sc = 100 cc

1 gc = 100 sc

Martial Techniques

# of techniques by class:

Prep	Technique	Keywords	Description

Magic

Magic Type	Level	Attribute	Spellcasting Bonus	Spell Save DC	Resource
Arcana		Intelligence			*Resonance:* 1st - , 2nd - , 3rd - , 4th - , 5th -
Auramancy		Wisdom			*Mana:* Max - , Cur - , Lim -
Histolecty		Charisma			*Influence:* Max - , Cur - *Binds:* Max -

Spells Known

Spell	Magic Type	Level	Spell	Magic Type	Level

Background

Age	Gender	Height	Body Type	Birthyear	Birthplace

Appearance:

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Personality:

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Background:

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Allegiances:

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Goals:

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