

General Information

Name		Race		Classes and Level			Exp.
Score							
Bonus							
Strength		Constitution	Dexterity	Wisdom	Intelligence	Charisma	Willpower
Save Bonus							
Resilience		Initiative		Wits		Willpower	
/ ()							
Curr. / Max. (Temp.) Hit Points			Hit Dice			Movement	
Vulnerabilities		Resistances			Immunities		
(10, 15, 20, 25, 30)					Successes - , Fails -		
Size	Senses		Current Reaction DC			Death Status	

Battle-Ready Gear

Armor	Type	Weight Category	AC	Armor Weakness	Upgrades	Break
						
						
Arms	Type	Weight Category	To-Hit	Damage	Properties / Upgrades	Break
						
						
	unarmed	light				
						
Pouch	Type	Weight Category	Notes			
 1		light				
 2		light				
 3		light				
 4		light				

Features and Resources

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Martial Techniques

<i>Prep</i>	<i>Technique</i>	<i>Keywords</i>	<i>Description</i>

Magic

<i>Type</i>	<i>Level</i>	<i>Attribute</i>	<i>Casting Bonus</i>	<i>Save DC</i>	<i>Resource</i>
Arcana		Intelligence			<i>Resonance:</i> 1st - , 2nd - , 3rd - , 4th - , 5th -
Auramancy		Wisdom			<i>Mana:</i> Max - , Cur - , Lim -
Histolecty		Charisma			<i>Influence:</i> Max - , Cur - , <i>Binds</i> -

Spells Known

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Proficiencies (Bonus: + , Cap: /)

Skills:

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

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

Tools:

<i>Tool</i>	<i>Crafting Bonus</i>	<i>Training</i>
Alchemist	Wis - , Int -	
Armorer	Dex - , Int -	
Provisioner	Wis - , Int -	

<i>Tool</i>	<i>Crafting Bonus</i>	<i>Training</i>
Runecarver	Casting - , Int -	
Weaponsmith	Str - , Int -	

Armor and Weapons:

<i>Armor Type</i>	<i>Training</i>	<i>AC Bonus</i>
Light		+ Dex
Medium		+ Dex / 2
Heavy		Constant
Shields		Additive

<i>Weapons</i>	
Hurler –	Skewer –
Pugilist –	Sweeper –
Sharpshooter –	Swiftblade –

Languages:

Saving Throws:

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Inventory

Lightweight Commodities:

<i>Coin</i>	<i>#</i>	<i>SP Worth</i>
Copper (cc)		
Silver (sc)		
Gold (gc)		

1 sc = 100 cc

$$1 \text{ gc} = 100 \text{ sc}$$

<i>Coin</i>	<i>#</i>	<i>SP Worth / #</i>

<i>Coin</i>	<i>#</i>	<i>SP Worth / #</i>

Background

Age	Gender	Height	Body Type	Birthyear	Birthplace
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Appearance:

Personality:

Background:

Allegiances:

Goals: