






CRE8: ALPHA CHARACTER SHEET

Character Name _____		
Level _____		
Level		Epithet
 Damage Taken	 Reserve Points Used	 Magic Points Used
Out of: _____ VP Pool	_____ RP Pool	_____ MP Pool
Wealth Score _____	Initiative Count _____	Other conditions (e.g. Shaken, Battered, Deafened, diseases)

Player Name _____

XP _____

Next Level At ... _____

☐ Momentum?

☐ Exerted?

☐ Wounded

☐ Dying

Descriptive Summary

Physical features

Personality













Motivations, background, personal history,
beliefs, relationships, family, tastes, etc.

CRE8 Character Sheet v1.20

Saves (-2 if Wounded)

 Fortitude	 Reflex	 Armor Value	 Resistance Value
 Willpower	 Defense	 Heroic Bonus	 Spellcraft Check

Skills

 Athletics	 Glibness	 Awesome Check	 Coast Number
 Brawn	 Knowledge	_____	_____
 Charisma	 Nature	_____	_____
 Dexterity	 Perception	_____	_____
 Gadgetry	 Stealth	_____	_____

Traits


Speed _____

Movement Options _____

Main Attack (Accuracy +2 with Combat Advantage)

 Weapon or type of attack	 Impact	 Damage Type	 Accuracy/ Peril Rating	 Reach or ranges
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Other attacks or uses of Standard Actions:

Other abilities (swift or move actions from Feats; roll replacement or reroll options from any special abilities; etc.)

Note

See Worksheet page
of character sheet
for information about
equipment (including
worn armor and magic
items) and rituals.

CRE8: ALPHA WORKSHEET



Character Name _____ Level _____

Home Page:

[Link](#)

Character Stats Guide:

[Link](#)

Character Creation Instructions:

[Link](#)

$$\begin{aligned} \text{Fighting Level} &= \frac{1}{2} \times \text{Level} + \text{Kits boosts} \\ \text{Caster Level} &= \frac{1}{2} \times \text{Level} + \text{Kits boosts} \\ \text{Coast Number} &= \frac{1}{2} \times \text{Level} + \text{Kits boosts} + 6 \\ \text{Vitality Points} &= 2 \times \text{Level} + \text{Kits boosts} + \text{base Fortitude} + 5 \\ \text{Awesome Check} &= \text{Level} + \text{Misc. bonuses} + 4 \end{aligned}$$

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Kits

1. _____
1. _____
3. _____
5. _____
7. _____
9. _____

Feats

Talents

Skills

<input type="checkbox"/> Trained?	Athletics	Ranks	Misc.	Encum.
<input type="checkbox"/> Trained?	Brawn	Ranks	Misc.	Size mod.
<input type="checkbox"/> Trained?	Charisma	Ranks	Misc.	
<input type="checkbox"/> Trained?	Dexterity	Ranks	Misc.	Encum.
<input type="checkbox"/> Trained?	Gadgetry	Ranks	Misc.	
<input type="checkbox"/> Trained?	Glibness	Ranks	Misc.	
<input type="checkbox"/> Trained?	Know.	Ranks	Misc.	
<input type="checkbox"/> Trained?	Nature	Ranks	Misc.	
<input type="checkbox"/> Trained?	Percep.	Ranks	Misc.	
<input type="checkbox"/> Trained?	Stealth	Ranks	Misc.	Encum.

Ranks:	1	2	3	4	5	6	7	8	9	10
Pr. Synergy bonus:	+0	+0	+1	+1	+1	+1	+2	+2	+2	+2
S. Synergy bonus(es):	+0	+0	+0	+0	+1	+1	+1	+1	+2	+2

Equipment

Armor Worn

Type	Heavy Light (circle one)	Encumbrance	Price
AV			
Armor Bonus		Size mod.	Brawn synergy
			Misc.

Wielded in Hand - 1

Item	Bulk	Price

Wielded in Hand - 2

Item	Bulk	Price

Magic Items

Item	Echelon Attuned	MP cost

Other

Gear on Person

In Containers

Total Bulk

Non-Carried Property

Item	Bulk	Benefits, perks, quirks, other notes

Rituals

Ritual	Casting Time	Component cost	MP cost	Effects; special restrictions