

Attributes and Skills

Core Statistics

Defenses

Strength

Climb

Swim

Dexterity

Balance

Flexibility

Perform

Ride

Sleight of Hand

Stealth

Constitution

Endurance

Intelligence

Craft

Deduction

Devices

Disguise

Knowledge

Medicine

Perception

Awareness

Creature Handling

Deception

Persuasion

Social Insight

Survival

Willpower

Other Skills

Intimidate

Profession

Hit points

Damage resistance

Fatigue tolerance

Accuracy

Speed

Armor

Brawn

Fortitude

Reflex

Mental

Immune

Imperv

Vuln

Movement and Senses

Jump

Attacks and Abilities

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Character Creation

Passive Abilities

Concept

Motivation and goals

Species

Size

Starting attributes

Base class

Equipment proficiencies

Trained skills

Archetypes

Description

Alignment

Feats

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Insight Point Allocation

Active Abilities Known

Armor

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Body armor name	AD	DR	Encumbrance	Speed mod	Usage class
<input type="text"/>	<input type="text"/>	<input type="text"/>			<input type="text"/>
Shield name	AD	Ref			Usage class

Weapons

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Name	Accuracy	Magical damage	Mundane damage	Tags
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Name	Accuracy	Magical damage	Mundane damage	Tags
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Name	Accuracy	Magical damage	Mundane damage	Tags
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Name	Accuracy	Magical damage	Mundane damage	Tags

Legacy Item

<input type="text"/>	<input type="text"/>
Name	
	Effects

Attunement Abilities and Equipment

<input type="text"/>	<input type="text"/>	<input type="checkbox"/>
Name	Effect	Active?
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>
Name	Effect	Active?
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>
Name	Effect	Active?
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>
Name	Effect	Active?
<input type="text"/>	<input type="text"/>	<input type="checkbox"/>
Name	Effect	Active?

Inventory

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
Carrying Weight Limit	Push/Drag Weight Limit	Wealth items	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6	Rank 7	Currency
<input type="text"/>										

Attune points $\boxed{\text{Total}} = \boxed{\text{Class}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Damage resist $\boxed{\text{Total}} = \boxed{\text{Armor}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Encumbrance $\boxed{\text{Total}} = \boxed{\text{Armor}} - \boxed{\text{Str}} - \underline{\hspace{1cm}} - \underline{\hspace{1cm}}$

Strength

$\boxed{\text{Total}} = \boxed{\text{Base}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Brawl accuracy $\boxed{\text{Total}} = \boxed{\text{Lvl/2}} + \boxed{\text{Str/2}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Brawn $\boxed{\text{Total}} = \boxed{\text{Lvl/2}} + \boxed{\text{Str}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Mundane power $\boxed{\text{Total}} = \boxed{\text{Lvl/2}} + \boxed{\text{Str}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Jump distance $\boxed{\text{Total}} = \boxed{\text{Spd/4}} + \boxed{5*\text{Str}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Climb $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Swim $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Dexterity

$\boxed{\text{Total}} = \boxed{\text{Base}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Armor $\boxed{\text{Total}} = \boxed{\text{Lvl/2}} + \boxed{\text{Dex?}} + \boxed{\text{Armor}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Reflex $\boxed{\text{Total}} = \boxed{\text{Lvl/2}} + \boxed{\text{Dex}} + \boxed{\text{Class}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Balance $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Flexibility $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Perform $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Perform subskills trained

Ride $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Sleight of hand $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Stealth $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Constitution

$\boxed{\text{Total}} = \boxed{\text{Base}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Fatigue tolerance $\boxed{\text{Total}} = \boxed{\text{Class}} + \boxed{\text{Con}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Fortitude $\boxed{\text{Total}} = \boxed{\text{Lvl/2}} + \boxed{\text{Con}} + \boxed{\text{Class}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Hit points $\boxed{\text{Total}} = \boxed{\text{Class}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Endurance $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Vital rolls $\boxed{\text{Total}} = \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Intimidate $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Profession $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Intelligence

$\boxed{\text{Total}} = \boxed{\text{Base}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Insight points $\boxed{\text{Total}} = \boxed{\text{Class}} + \boxed{\text{Int}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Trained skills $\boxed{\text{Total}} = \boxed{\text{Class}} + \boxed{\text{Int}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Craft $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Craft subskills trained

Deduction $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Devices $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Disguise $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Knowledge $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Knowledge subskills trained

Medicine $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Perception

$\boxed{\text{Total}} = \boxed{\text{Base}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Accuracy $\boxed{\text{Total}} = \boxed{\text{Lvl/2}} + \boxed{\text{Per/2}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

_____ accuracy $\boxed{\text{Total}} = \boxed{\text{Base}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Awareness $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Creature handling $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Deception $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Persuasion $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Social insight $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Survival $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$ ☐ Class?

Willpower

$\boxed{\text{Total}} = \boxed{\text{Base}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Magical power $\boxed{\text{Total}} = \boxed{\text{Lvl/2}} + \boxed{\text{Wil}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Mental $\boxed{\text{Total}} = \boxed{\text{Lvl/2}} + \boxed{\text{Wil}} + \boxed{\text{Class}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$