

Attributes and Skills

Strength ☐

Climb ☐

Jump ☐

Swim ☐

Dexterity ☐

Balance ☐

Flexibility ☐

Perform (untrained) ☐

Ride ☐

Sleight of Hand ☐

Stealth ☐

Constitution ☐

Endurance ☐

Intelligence ☐

Craft (untrained) ☐

Deduction ☐

Devices ☐

Disguise ☐

Knowledge (untrained) ☐

Linguistics ☐

Medicine ☐

Perception ☐

Awareness ☐

Creature Handling ☐

Deception ☐

Persuasion ☐

Social Insight ☐

Survival ☐

Willpower ☐

Other Skills

Intimidate ☐

Profession (untrained) ☐

Core Statistics

Hit points ☐

Damage resistance ☐

Fatigue tolerance ☐

Accuracy ☐

Armor ☐

Fortitude ☐

Reflex ☐

Mental ☐

Defenses

Movement and Senses

Land ☐

Attacks and Abilities

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

## Character Creation

## Passive Abilities

Concept

Motivation and goals

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Size

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Effect

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Effect

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Name

Effect

Name

Effect

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Effect

Name

Effect

## Insight Point Allocation

## Active Abilities Known

## Strength Skills

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

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

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

## Dexterity Skills

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 Skills

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

## Other Skills

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?

Profession subskills trained

## Intelligence Skills

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

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

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

## Perception Skills

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?

If you are trained with a skill, you gain a bonus equal to 3 + half your level.

## Armor

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

## Weapons

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

## Legacy Item

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

## Attunement Abilities and Equipment

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

## Inventory

<input type="text"/>
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This page is used to track your core character statistics. There are open spaces in each equation so you can add custom modifiers for each statistic. Each custom modifier has a small text box underneath it that you can use to remind yourself why that modifier exists.

### Attributes

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

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

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

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

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

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

### Core Statistics

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

**Land Speed**  $\boxed{\text{Total}} = \boxed{\text{Size}} - \boxed{\text{Armor}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

**Weight Limits**  $\underline{\hspace{2cm}} \text{ Carrying } \underline{\hspace{2cm}} \text{ Push/Drag } \underline{\hspace{2cm}}$

$\underline{\hspace{2cm}} \text{ Total } \boxed{\hspace{1cm}} = \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

### Resources

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

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

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

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

### Defenses

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

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

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

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

### Survival Statistics

**HP Level**  $\boxed{\text{Total}} = \boxed{\text{Level}} + \boxed{\text{Class}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

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

**DR Level**  $\boxed{\text{Total}} = \boxed{\text{Level}} + \boxed{\text{Class}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

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

**Vital Rolls**  $\boxed{\text{Total}} = \boxed{\text{Class}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} - \boxed{\text{Wounds}}$

### Offensive Statistics

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

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

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

**Magical Power**  $\boxed{\text{Total}} = \boxed{\text{Class}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

**Mundane Power**  $\boxed{\text{Total}} = \boxed{\text{Class}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

**Strike Damage**  $\boxed{\text{Total +d}} = \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$