

Attributes and Skills

Core Statistics

Defenses

Strength

Climb

Jump

Swim

Dexterity

Balance

Deception

Flexibility

Perform (untrained)

Persuasion

Ride

Sleight of Hand

Stealth

Constitution

Endurance

Intelligence

Craft (untrained)

Deduction

Devices

Disguise

Knowledge (untrained)

Linguistics

Medicine

Perception

Awareness

Creature Handling

Social Insight

Survival

Willpower

Other Skills

Intimidate

Profession

Hit points

DR

Fatigue level

Accuracy

Armor

Fortitude

Reflex

Mental

Movement

Land

Initiative

Attacks and Abilities

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Attributes

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

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

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

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

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

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

Defensive Statistics

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

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

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

Core Statistics

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

Initiative $\boxed{\text{Total}} = \boxed{\text{Dex+Per}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

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

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

Weight Limits $\boxed{\text{Carrying}} = \underline{\hspace{1cm}} \quad \boxed{\text{Push/Drag}} = \underline{\hspace{1cm}}$

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

Offensive Statistics

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

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

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

Resources

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

Fatigue Tolerance $\boxed{\text{Total}} = \boxed{\text{Class}} + \boxed{\text{Con}} + \boxed{\text{Wil/2}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

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

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

Species Info

Passive Abilities

Species

Name

Effects

Size

Name

Effects

Languages known

Name

Effects

Class Info

Class

Name

Effects

Armor proficiencies

Name

Effects

Weapon groups

Name

Effects

Archetypes

Rank

Rank

Rank

Feats

Goals and Flaws

Abilities Known

Combat Styles

Maneuvers

Mystic Spheres

Spells

Total

1/2 Insight

Total

Insight

Total

1/2 Insight

Total

Insight

Abilities Chosen

Personal Info

Alignment

Patron Deity

Experience points

Personality and Background

Strength Skills

<input type="checkbox"/> Class?	Climb	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Jump	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Swim	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>

Dexterity Skills

<input type="checkbox"/> Class?	Balance	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Deception	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Flexibility	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Perform _____	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Persuasion	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Ride	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Sleight Of Hand	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Stealth	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>

Constitution Skills

<input type="checkbox"/> Class?	Endurance	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
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Other Skills

<input type="checkbox"/> Class?	Intimidate	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Profession	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>

Intelligence Skills

<input type="checkbox"/> Class?	Craft _____	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Deduction	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Devices	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Disguise	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Knowledge _____	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Linguistics	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Medicine	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>

Perception Skills

<input type="checkbox"/> Class?	Awareness	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Creature Handling	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Social Insight	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Survival	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>

Trained skills
Total =
Class + _____ + _____ + _____

Inventory

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Proficiencies

Base class

Weapon groups

Other proficiencies

Armor

Body armor name

+AD

+DR

Encumbrance

Speed

Usage Class

Shield name

+AD

Encumbrance

Usage Class

Weapons

Name

Accuracy

Base Die

Magical

Mundane

Tags

Effects

Name

Accuracy

Base Die

Magical

Mundane

Tags

Effects

Name

Accuracy

Base Die

Magical

Mundane

Tags

Effects

Legacy Item

Name

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Effects

Attunement Abilities and Equipment

Name

Effect

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Active?