

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

Mental

Reflex

Immune

Imperv

Vuln

Movement and Senses

Jump

Attacks and Active Abilities

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Character Creation

Passive Abilities and Traits

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Name

Effect

Species

Name

Effect

Size

Name _____

Effect

Base class

Name _____

Effect

Equipment proficiencies

Name _____

Effect

Archetypes

Name _____

Effect

Combat styles and mystic spheres

Name

Effect

Other chosen abilities

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

$$\begin{array}{c} \text{Total} \\ \boxed{} \\ \text{Total} \end{array} = \begin{array}{c} \text{Class} \\ \boxed{} \\ \text{Class} \end{array} + \begin{array}{c} \text{Int} \\ \boxed{} \\ \text{Int} \end{array} + \underline{} + \underline{}$$

Combat styles

$$\begin{array}{ccccccc} \text{Total} & & \text{Class} & & \text{Int} & & \\ \boxed{} & = & \boxed{} & + & \boxed{} & + & \underline{} + \underline{} \\ \text{Total} & & \text{Class} & & \text{Insight} & & \end{array}$$

Mystic spheres

$$\begin{array}{c} \text{Total} \\ \boxed{} \\ \text{Total} \end{array} = \begin{array}{c} \text{Class} \\ \boxed{} \\ \text{Class} \end{array} + \begin{array}{c} \text{Insight} \\ \boxed{} \\ \text{Insight} \end{array} + \underline{} + \underline{}$$

Description

$$\begin{array}{ccccccc} \text{Total} & & \text{Class} & & \text{Insight} & & \\ \boxed{} & = & \boxed{} & + & \boxed{} & + & \underline{} + \underline{} \\ \text{Total} & & \text{Base} & & \text{Insight} & & \end{array}$$

Alignment

Insight Point Allocation

Feats

Armor

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Body armor name	AD	DR	Vital rolls	Encumbrance	Speed mod
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Shield name	AD	Ref	Encumbrance		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	Effect

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
<input type="text"/>	<input type="text"/>		Rank 7					Currency

Offensive Statistics

Accuracy	$\frac{\text{Total}}{2} = \frac{1}{2} \text{Lvl} + \text{Per} + \text{Base} + \text{Str} + \text{Con}$
Brawl accuracy	$\frac{\text{Total}}{2} = \frac{1}{2} \text{Lvl} + \text{Str} + \text{Base} + \text{Str} + \text{Con}$
_____ accuracy	$\frac{\text{Total}}{2} = \frac{1}{2} \text{Base} + \text{Str} + \text{Base} + \text{Str} + \text{Con}$
Extra damage	$\text{Total} = \text{Base} + \text{Str} + \text{Base} + \text{Str} + \text{Con}$
Magical power	$\text{Total} = \text{Lvl}/2 + \text{Wil} + \text{Base} + \text{Str} + \text{Con}$
Mundane power	$\text{Total} = \text{Lvl}/2 + \text{Str} + \text{Base} + \text{Str} + \text{Con}$
Speed	$\text{Total} = \text{Base} - \text{Armor} + \text{Str} + \text{Base} + \text{Str} + \text{Con}$

Defensive Statistics

Hit points	$\text{Total} = \text{Class} + \text{Con} + \text{Base} + \text{Str} + \text{Con}$
Damage resist	$\text{Total} = \text{Armor} + \text{Base} + \text{Str} + \text{Con}$
Armor	$\text{Total} = \text{Lvl}/2 + \text{Dex?} + \text{Armor} + \text{Base} + \text{Str} + \text{Con}$
Brawn	$\text{Total} = \text{Lvl}/2 + \text{Str} + \text{Base} + \text{Str} + \text{Con}$
Fortitude	$\text{Total} = \text{Lvl}/2 + \text{Con} + \text{Class} + \text{Base} + \text{Str} + \text{Con}$
Mental	$\text{Total} = \text{Lvl}/2 + \text{Wil} + \text{Class} + \text{Base} + \text{Str} + \text{Con}$
Reflex	$\text{Total} = \text{Lvl}/2 + \text{Dex} + \text{Class} + \text{Base} + \text{Str} + \text{Con}$

Attributes and Skills

Encumbrance	$\text{Total} = \text{Armor} - \text{Base} - \text{Str} - \text{Con}$
Intimidate	$\text{Total} = \text{Attr} + \text{Train} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?
Profession	$\text{Total} = \text{Attr} + \text{Train} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?

Intelligence

	$\text{Total} = \text{Base} + \text{Species} + \text{Leveling} + \text{Base} + \text{Str} + \text{Con}$
Craft	$\text{Total} = \text{Int} + \text{Train} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?

Craft subskills trained

Deduction	$\text{Total} = \text{Int} + \text{Train} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?
Devices	$\text{Total} = \text{Int} + \text{Train} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?
Disguise	$\text{Total} = \text{Int} + \text{Train} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?
Knowledge	$\text{Total} = \text{Int} + \text{Train} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?

Knowledge subskills trained

Medicine	$\text{Total} = \text{Int} + \text{Train} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?
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Strength

	$\text{Total} = \text{Base} + \text{Species} + \text{Leveling} + \text{Base} + \text{Str} + \text{Con}$
Jump distance	$\text{Total} = \text{Spd}/4 + 5 * \text{Str} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?
Climb	$\text{Total} = \text{Str} + \text{Train} - \text{Encumb} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?
Swim	$\text{Total} = \text{Str} + \text{Train} - \text{Encumb} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?

Dexterity

	$\text{Total} = \text{Base} + \text{Species} + \text{Leveling} + \text{Base} + \text{Str} + \text{Con}$
Balance	$\text{Total} = \text{Dex} + \text{Train} - \text{Encumb} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?
Flexibility	$\text{Total} = \text{Dex} + \text{Train} - \text{Encumb} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?
Perform	$\text{Total} = \text{Dex} + \text{Train} - \text{Encumb} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?

Perform subskills trained

Ride	$\text{Total} = \text{Dex} + \text{Train} - \text{Encumb} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?
Sleight of hand	$\text{Total} = \text{Dex} + \text{Train} - \text{Encumb} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?
Stealth	$\text{Total} = \text{Dex} + \text{Train} - \text{Encumb} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?

Constitution

	$\text{Total} = \text{Base} + \text{Species} + \text{Leveling} + \text{Base} + \text{Str} + \text{Con}$
Endurance	$\text{Total} = \text{Con} + \text{Train} + \text{Base} + \text{Str} + \text{Con}$ <input type="checkbox"/> Trained?

Willpower

	$\text{Total} = \text{Base} + \text{Species} + \text{Leveling} + \text{Base} + \text{Str} + \text{Con}$
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Character Creation Guide

Step 1: Concept. Record a short phrase that describes your character concept on the second page.

Step 2: Motivation and goals. What is your character trying to achieve, and why? Record it on the second page.

Step 3: Species. Record your character's species on the second page. Record any numeric modifiers it gives you on the fourth page and any other abilities on the second page.

Step 4: Attributes. Record your starting attributes in the "Base" boxes in the "Attributes and Skills" section on the fourth page. Then, copy your total attributes over to the front page.

You have 8 points to distribute among your base attributes, to a maximum of 3 in each individual attribute.

Step 5: Base Class. Record your base class, and any equipment proficiencies it gives you, on the second page. Then, fill in all numeric effects of your base class in the "Resources" and "Defensive Statistics" sections on the fourth page. You don't need to record your class skills yet.

If your base class has any special class abilities, such as a vovite's soul pact, record their name and effects now in the "Abilities" section.

Step 6: Class Archetype. Record your first class archetype on the second page. Note that it is currently rank 1. If it modifies your statistics, record those modifiers in the appropriate boxes on the third and fourth pages. Recording more complicated abilities that you have to make decisions for, such as spells and maneuvers, can wait.

Step 7: Statistics and Resources. Finish the calculations in the "Offensive Statistics" and "Defensive Statistics" sections on the fourth page. Once that is done, fill in the "Core Statistics" and "Defenses" sections on the first page. Then, finish the calculation for all of your resources in the "Resources" section, taking into account any resources granted by your class archetype. Spending your insight points can wait.

Step 8: Items and Equipment. Choose from among the equipment offered to you by your base class. Record your items on the third page.

Step 9: Insight Points and Abilities. Now, choose any specific abilities that you have to make decisions for, such as spells and maneuvers. You can also spend insight points to gain more of those abilities. Record any abilities that you gain in this way.

Recording your choices on the second page can help you keep track of them. Active abilities, like spells and maneuvers, should go on the first page. If you learn a spell that you attune to, record that you are attuned to it on the third page. You can save insight points to spend later instead of spending them now.

Step 10: Skills. Choose which skills you have trained and mark them as trained in the checkboxes on the fourth page. Then, calculate your total modifier for those skills and copy those values to the first page.

Step 11: Background. Decide your character's general background. Optionally, you can choose a specific character background benefit and background flaw. Record what you decide on the second page.

The character sheet does not have room to hold a detailed background. However, don't let that restrict your ideas for your character! You can share your background with your GM separately.

Step 12: Character Description. Decide additional details for your character. What is their general personality? What do they look like? Record a brief summary on the second page.

As with your background, the character sheet doesn't have room for a detailed description, but you should still feel free to create one elsewhere.

Step 13: Alignment. What is your character's general moral outlook? Record your alignment above "Alignment" on the second page.

Your alignment has two dimensions: good/neutral/evil, and lawful/neutral/chaotic.