

Level

Defenses

Initiative	
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Attacks and Abilities

Name

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 $\underline{\hspace{2cm}} \boxed{\text{Total}} = \underline{\hspace{2cm}} \text{Carrying} + \underline{\hspace{2cm}} \text{Push/Drag}$

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

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

Total

=

1/2 Insight

+

+

+

+

Maneuvers

Total

=

Insight

+

+

+

+

Mystic Spheres

Total

=

1/2 Insight

+

+

+

+

Spells

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?	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?	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?	Deception	<input type="text"/> Total	=	<input type="text"/> Train?	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> Class?	Intimidate	<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?	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 /
Current Max

