Character name        Player name        Concept        Level

## Attributes and Skills

### Strength
Total   Base

- Climb
- Jump
- Swim

### Dexterity
Total   Base

- Balance
- Flexibility
- Ride
- Sleight of Hand
- Stealth

### Constitution
Total   Base

- Endurance

### Intelligence
Total   Base

- Craft
- Craft
- Deduction
- Devices
- Disguise
- Knowledge
- Knowledge
- Linguistics
- Medicine

### Perception
Total   Base

- Awareness
- Creature Handling
- Social Insight
- Spellsense
- Survival

### Willpower
Total   Base

### Other Skills

- Deception
- Intimidate
- Perform
- Perform
- Persuasion
- Profession

## Core Statistics

- Hit points   ___ / ___
- DR   ___ / ___
- Fatigue level   ___ / ___
- Initiative   ___

## Defenses

- Armor
- Fortitude
- Reflex
- Mental

## Movement

- Land

## Attacks and Abilities

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

## Attributes

**Strength**

☐ Total

☐ = ☐ + ___ + ___
(Base)   Points

**Dexterity**

☐ Total

☐ = ☐ + ___ + ___
(Base)   Points

**Constitution**

☐ Total

☐ = ☐ + ___ + ___
(Base)   Points

**Intelligence**

☐ Total

☐ = ☐ + ___ + ___
(Base)   Points

**Perception**

☐ Total

☐ = ☐ + ___ + ___
(Base)   Points

**Willpower**

☐ Total

☐ = ☐ + ___ + ___
(Base)   Points

## Defensive Statistics

**HP**   ☐ = ☐ + ☐ + ___ + ___ + ___
Total   Base   Con

**DR**   ☐ = ☐ + ☐ + ☐ + ___ + ___
Total   Base   1/2 Con   Armor

**Armor**   ☐ = ☐ + ☐ + ☐ + ☐ + ___
Total   Lvl/2   (Attr)   Class   Armor

**Fort**   ☐ = ☐ + ☐ + ☐ + ___ + ___
Total   Lvl/2   (Con)   Class

**Ref**   ☐ = ☐ + ☐ + ☐ + ___ + ___
Total   Lvl/2   (Dex)   Class

**Ment**   ☐ = ☐ + ☐ + ☐ + ___ + ___
Total   Lvl/2   (Wil)   Class

## Core Statistics

**Encumbrance**   ☐ = ☐ - ☐ - ___ - ___
Total   Armor   (Str)

**Focus Penalty**   ☐ = 4 - ___ - ___ - ___
Total   Base

**Initiative**   ☐ = ☐ + ___ + ___ + ___
Total   (Dex+Per)

**Land Speed**   ☐ = ☐ - ☐ + ___ + ___
Total   Size   Armor

**Vital Rolls**   ☐ = ___ + ___ + ___ - ☐
Total      Wounds

**Weight Limits**

_____ Carrying     _____ Push/Drag

_____ ☐ = ___ + ___ + ___ + ___
Total

## Offensive Statistics

**Accuracy**   ☐ = ☐ + ☐ + ___ + ___ + ___
Total   Lvl/2   1/2 (Per)

**Magical Power**   ☐ = ☐ + ___ + ___ + ___
Total   Wil

**Mundane Power**   ☐ = ☐ + ___ + ___ + ___
Total   Str

**Weapon Damage**   ☐ = ___ + ___ + ___ + ___
Total +d

## Resources

**Attune Points**   ☐ = ☐ + ☐ + ___ + ___ + ___
Total   Class   Scaling

**Fatigue Tolerance**   ☐ = ☐ + ☐ + ___ + ___ + ___
Total   Class   (Str+Wil)

**Insight Points**   ☐ = ☐ + ☐ + ___ + ___ + ___
Total   Class   (Int)

**Trained Skills**   ☐ = ☐ + ☐ + ___ + ___ + ___
Total   Class   (Int)

## Species Info

Species

Size

Languages known

## Class Info

Class

Armor proficiencies

Weapon groups

## Archetypes

Name | Rank

Name | Rank

Name | Rank

## Feats

## Goals and Flaws

## Passive Abilities

Name | Effects

Name | Effects

Name | Effects

Name | Effects

Name | Effects

Name | Effects

Name | Effects

Name | Effects

Name | Effects

Name | Effects

## Abilities Known

Maneuvers  □ = □ + ___ + ___ + ___ + ___
                Total  Insight

Spells  □ = □ + ___ + ___ + ___ + ___
                Total  Insight

Spheres  □ = □ + ___ + ___ + ___ + ___
                Total  1/2 Insight

## Abilities Chosen

## Personal Info

Alignment          Deity          Experience points

## Personality and Background

## Strength Skills

Class? Trained?  Climb  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Jump  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Swim  ☐ = ☐ + ___ + ___
Total   Train

## Dexterity Skills

Class? Trained?  Balance  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Flexibility  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Ride  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Sleight Of Hand  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Stealth  ☐ = ☐ + ___ + ___
Total   Train

## Constitution Skills

Class? Trained?  Endurance  ☐ = ☐ + ___ + ___
Total   Train

## Other Skills

Class? Trained?  Deception  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Intimidate  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Perform _____  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Perform _____  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Persuasion  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Profession  ☐ = ☐ + ___ + ___
Total   Train

## Intelligence Skills

Class? Trained?  Craft _____  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Craft _____  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Deduction  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Devices  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Disguise  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Knowledge _____  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Knowledge _____  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Linguistics  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Medicine  ☐ = ☐ + ___ + ___
Total   Train

## Perception Skills

Class? Trained?  Awareness  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Creature Handling  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Social Insight  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Spellsense  ☐ = ☐ + ___ + ___
Total   Train

Class? Trained?  Survival  ☐ = ☐ + ___ + ___
Total   Train

Trained Skills ☐ / ☐
Current   Max

## Legacy Item

Name                                      Effect

## Body Armor

Name                                      Usage Class                  Effect

## Attunement Abilities and Equipment

| Name | Effect | Active? |
|------|--------|---------|
| Name | Effect | Active? |
| Name | Effect | Active? |
| Name | Effect | Active? |
| Name | Effect | Active? |
| Name | Effect | Active? |
| Name | Effect | Active? |
| Name | Effect | Active? |

## Non-Attunement Equipment

| Name | Effects |
|------|---------|
| Name | Effects |
| Name | Effects |
| Name | Effects |
| Name | Effects |
| Name | Effects |

## Inventory