Character name _____ Player name _____ Experience _____ Level ___

Attributes and Skills

Strength ☐
- Climb ☐
- Swim ☐

Dexterity ☐
- Balance ☐
- Flexibility ☐
- Perform (untrained) ☐
- ☐
- Ride ☐
- Sleight of Hand ☐
- Stealth ☐

Constitution ☐
- Endurance ☐

Intelligence ☐
- Craft (untrained) ☐
- ☐
- Deduction ☐
- Devices ☐
- Disguise ☐
- Knowledge (untrained) ☐
- ☐
- 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 ☐

Defenses

Armor ☐
Fortitude ☐
Reflex ☐
Mental ☐

[box]

Movement and Senses

Land ☐ Jump ☐ _____ _____ _____ _____

Attacks and Abilities

Name _____
[box]
Effect

Name _____
[box]
Effect

Name _____
[box]
Effect

Name _____
[box]
Effect

Name _____
[box]
Effect

Name _____
[box]
Effect

Name _____
[box]
Effect

Name _____
[box]
Effect

Name _____
[box]
Effect

Character Creation

Concept

Motivation and goals

Species

Size

Starting attributes

Base class

Equipment proficiencies

Trained skills

Archetypes

Description

Alignment

Feats

Passive 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
Name	Effect
Name	Effect
Name	Effect

Insight Point Allocation

Active Abilities Known

Attune points [ ] = [ ] + ___ + ___ + ___
Total / Class

Damage resist [ ] = [ ] + ___ + ___ + ___
Total / Armor

Vital rolls [ ] = ___ + ___
Total

Strength
Strength [ ] = [ ] + ___ + ___
Total / Base

Brawl accuracy [ ] = [ ] + [ ] + ___ + ___ + ___
Total / Lvl/2 / Str/2

Encumbrance [ ] = [ ] − [ ] − ___ − ___
Total / Armor / Str

Mundane power [ ] = [ ] + ___ + ___ + ___
Total / Lvl/2 / Str

Jump distance [ ] = [ ] + [ ] + ___ + ___
Total / Spd/4 / 5*Str

Weight limits _____ Carrying   _____ Push/Drag

Climb [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Swim [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Dexterity
Dexterity [ ] = [ ] + ___ + ___
Total / Base

Armor [ ] = [ ] + [ ] + [ ] + ___ + ___
Total / Lvl/2 / Dex? / Armor

Reflex [ ] = [ ] + [ ] + [ ] + ___ + ___
Total / Lvl/2 / Dex / Class

Balance [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Flexibility [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Perform [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

_____ Perform subskills trained

Ride [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Sleight of hand [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Stealth [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Constitution
Constitution [ ] = [ ] + ___ + ___
Total / Base

Fatigue tolerance [ ] = [ ] + [ ] + ___ + ___
Total / Class / Con

Fortitude [ ] = [ ] + [ ] + [ ] + ___ + ___
Total / Lvl/2 / Con / Class

Hit points [ ] = [ ] + ___ + ___ + ___ + ___
Total / Class

Endurance [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Intimidate [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Profession [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

_____ Profession subskills trained

Intelligence
Intelligence [ ] = [ ] + ___ + ___
Total / Base

Insight points [ ] = [ ] + [ ] + ___ + ___
Total / Class / Int

Trained skills [ ] = [ ] + [ ] + ___ + ___
Total / Class / Int

Craft [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

_____ Craft subskills trained

Deduction [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Devices [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Disguise [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Knowledge [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

_____ Knowledge subskills trained

Medicine [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Perception
Perception [ ] = [ ] + ___ + ___
Total / Base

Accuracy [ ] = [ ] + [ ] + ___ + ___ + ___
Total / Lvl/2 / Per/2

___accuracy [ ] = [ ] + ___ + ___ + ___ + ___
Total / Base

Awareness [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Creature handling [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Deception [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Persuasion [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Social insight [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Survival [ ] = [ ] + ___ + ___   ☐ Class?
Total / Train

Willpower
Willpower [ ] = [ ] + ___ + ___
Total / Base

Magical power [ ] = [ ] + [ ] + ___ + ___
Total / Lvl/2 / Wil

Mental [ ] = [ ] + [ ] + [ ] + ___ + ___
Total / Lvl/2 / Wil / Class

Armor

Body armor name _____ ☐ +AD ☐ +DR ☐ Encumbrance ☐ Speed _____ Usage class

Shield name _____ ☐ +AD ☐ Encumbrance _____ Usage class

Weapons

Name _____ ☐ Accuracy Magical damage Mundane damage Tags

Name _____ ☐ Accuracy Magical damage Mundane damage Tags

Name _____ ☐ Accuracy Magical damage Mundane damage Tags

Name _____ ☐ Accuracy Magical damage Mundane damage Tags

Legacy Item

Name _____

Effects

Attunement Abilities and Equipment

Name	Effect	Active?
		☐
		☐
		☐
		☐
		☐
		☐

Inventory

Wealth items ☐ Rank 1 ☐ Rank 2 ☐ Rank 3 ☐ Rank 4 ☐ Rank 5 ☐ Rank 6 ☐ Rank 7 _____ Currency