

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 ☐

Armor ☐

Fortitude ☐

Reflex ☐

Mental ☐

Defenses

Movement and Senses

Land ☐ \_\_\_\_\_

Attacks and Abilities

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

## Character Creation

## Passive Abilities

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## Motivation and goals

Species

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Starting attributes

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| Description |
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Feats

### Insight Point Allocation

### Insight Point Allocation

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### Active Abilities Known

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

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

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

Intimidate  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Profession  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

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Profession subskills trained

## Strength

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

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

Mundane power  $\boxed{\text{Total}} = \boxed{\text{Lvl/2}} + \boxed{\text{Str}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Jump distance  $\boxed{\text{Total}} = \boxed{\text{Spd/4}} + \boxed{5*\text{Str}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

Weight limits

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Carrying Push/Drag

Climb  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Swim  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

## Dexterity

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

Armor  $\boxed{\text{Total}} = \boxed{\text{Lvl/2}} + \boxed{\text{Dex?}} + \boxed{\text{Armor}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

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

Balance  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Flexibility  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Perform  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Perform subskills trained

Ride  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Sleight of hand  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Stealth  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

## Constitution

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

Fatigue tolerance  $\boxed{\text{Total}} = \boxed{\text{Class}} + \boxed{\text{Con}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$

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

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

Endurance  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

## Intelligence

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

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

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

Craft  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

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Craft subskills trained

Deduction  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Devices  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Disguise  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Knowledge  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Knowledge subskills trained

Medicine  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

## Perception

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

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

Awareness  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Creature handling  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Deception  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Persuasion  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Social insight  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

Survival  $\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$  ☐ Class?

## Willpower

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

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

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

## Armor

|                 |                      |                      |                      |                      |                      |
|-----------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| Body armor name | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
|                 | +AD                  | +DR                  | Encumbrance          | Speed                | Usage class          |
| Shield name     | <input type="text"/> |                      | <input type="text"/> |                      | <input type="text"/> |
|                 | +AD                  |                      | Encumbrance          |                      | Usage class          |

## Weapons

|      |                      |          |                |                |      |
|------|----------------------|----------|----------------|----------------|------|
| Name | <input type="text"/> | Accuracy | Magical damage | Mundane damage | Tags |
|      |                      |          |                |                |      |
| Name | <input type="text"/> | Accuracy | Magical damage | Mundane damage | Tags |
|      |                      |          |                |                |      |
| Name | <input type="text"/> | Accuracy | Magical damage | Mundane damage | Tags |
|      |                      |          |                |                |      |
| Name | <input type="text"/> | Accuracy | Magical damage | Mundane damage | Tags |
|      |                      |          |                |                |      |

## Legacy Item

|         |                      |
|---------|----------------------|
| Name    | <input type="text"/> |
| Effects | <div></div>          |

## Attunement Abilities and Equipment

|      |        |                          |
|------|--------|--------------------------|
| Name | Effect | <input type="checkbox"/> |
|      |        | Active?                  |
| Name | Effect | <input type="checkbox"/> |
|      |        | Active?                  |
| Name | Effect | <input type="checkbox"/> |
|      |        | Active?                  |
| Name | Effect | <input type="checkbox"/> |
|      |        | Active?                  |
| Name | Effect | <input type="checkbox"/> |
|      |        | Active?                  |

## Inventory

|              |                      |                      |                      |                      |                      |                      |                      |                      |
|--------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| Wealth items | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
|              | Rank 1               | Rank 2               | Rank 3               | Rank 4               | Rank 5               | Rank 6               | Rank 7               | Currency             |
| <div></div>  |                      |                      |                      |                      |                      |                      |                      |                      |