Character name _____ Player name _____ Experience _____ Level _____

Attributes and Skills

Strength ☐

- Climb ☐
- Jump ☐
- 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 ☐   Armor ☐

Damage resistance ☐   Fortitude ☐

Fatigue tolerance ☐   Reflex ☐

Accuracy ☐   Mental ☐

Defenses

☐

Movement and Senses

Land ☐ Jump ☐ _____ _____ _____ _____

Attacks and Abilities

Name _____

☐

Effect

Name _____

☐

Effect

Name _____

☐

Effect

Name _____

☐

Effect

Name _____

☐

Effect

Name _____

☐

Effect

Name _____

☐

Effect

Name _____

☐

Effect

Name _____

☐

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

Insight Point Allocation

Active Abilities Known

Left Column

Attune points $\Box$ = $\Box$ + ___ + ___ + ___
Total Class

Damage resist $\Box$ = $\Box$ + ___ + ___ + ___
Total Armor

Vital rolls $\Box$ = ___ + ___
Total

Strength
$\Box$ = $\Box$ + ___ + ___
Total Base

Brawl accuracy $\Box$ = $\Box$ + $\Box$ + ___ + ___ + ___
Total Lvl/2 Str/2

Encumbrance $\Box$ = $\Box$ - $\Box$ - ___ - ___
Total Armor Str

Mundane power $\Box$ = $\Box$ + $\Box$ + ___ + ___
Total Lvl/2 Str

Jump distance $\Box$ = $\Box$ + $\Box$ + ___ + ___
Total Spd/4 5*Str

Climb $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Jump $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Swim $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Dexterity
$\Box$ = $\Box$ + ___ + ___
Total Base

Armor $\Box$ = $\Box$ + $\Box$ + $\Box$ + ___ + ___
Total Lvl/2 Dex? Armor

Reflex $\Box$ = $\Box$ + $\Box$ + $\Box$ + ___ + ___
Total Lvl/2 Dex Class

Balance $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Flexibility $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Perform $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Perform subskills trained

Ride $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Sleight of hand $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Stealth $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Constitution
$\Box$ = $\Box$ + ___ + ___
Total Base

Fatigue tolerance $\Box$ = $\Box$ + $\Box$ + ___ + ___
Total Class Con

Fortitude $\Box$ = $\Box$ + $\Box$ + $\Box$ + ___ + ___
Total Lvl/2 Con Class

Hit points $\Box$ = $\Box$ + ___ + ___ + ___ + ___
Total Class

Endurance $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Right Column

Intimidate $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Profession $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Profession subskills trained

Intelligence
$\Box$ = $\Box$ + ___ + ___
Total Base

Insight points $\Box$ = $\Box$ + $\Box$ + ___ + ___
Total Class Int

Trained skills $\Box$ = $\Box$ + $\Box$ + ___ + ___
Total Class Int

Craft $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Craft subskills trained

Deduction $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Devices $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Disguise $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Knowledge $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Knowledge subskills trained

Medicine $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Perception
$\Box$ = $\Box$ + ___ + ___
Total Base

Accuracy $\Box$ = $\Box$ + $\Box$ + ___ + ___ + ___
Total Lvl/2 Per/2

___accuracy $\Box$ = $\Box$ + ___ + ___ + ___ + ___
Total Base

Awareness $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Creature handling $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Deception $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Persuasion $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Social insight $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Survival $\Box$ = $\Box$ + ___ + ___ ☐ Class?
Total Train

Willpower
$\Box$ = $\Box$ + ___ + ___
Total Base

Magical power $\Box$ = $\Box$ + $\Box$ + ___ + ___
Total Lvl/2 Wil

Mental $\Box$ = $\Box$ + $\Box$ + $\Box$ + ___ + ___
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?

Name _____ Effect _____ Active?

Name _____ Effect _____ Active?

Name _____ Effect _____ Active?

Name _____ Effect _____ Active?

Name _____ Effect _____ Active?

Inventory

Carrying Weight Limit _____ Push/Drag Weight Limit _____

Wealth items

| Rank 1 | Rank 2 | Rank 3 | Rank 4 | Rank 5 | Rank 6 | Rank 7 | Currency |