

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

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Active Abilities Known

[illegible]

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?

Profession subskills trained

Strength

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

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

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

	Carrying	Push/Drag	
Climb	$\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$		<input type="checkbox"/> Class?
Swim	$\boxed{\text{Total}} = \boxed{\text{Train}} + \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$		<input type="checkbox"/> 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?

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

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

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
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