

Character name

Player name

Experience

Level

Attributes and Skills

Core Statistics

Defenses

Strength ☐Climb ☐Swim ☐Dexterity ☐Balance ☐Flexibility ☐Perform ☐Ride ☐Sleight of Hand ☐Stealth ☐Constitution ☐Endurance ☐Intelligence ☐Craft ☐Deduction ☐Devices ☐Disguise ☐Knowledge ☐Medicine ☐Perception ☐Awareness ☐Creature Handling ☐Deception ☐Persuasion ☐Social Insight ☐Survival ☐Willpower ☐Other Skills ☐Intimidate ☐Profession ☐Hit points ☐Damage resistance ☐Fatigue tolerance ☐Accuracy ☐Speed ☐Armor ☐Brawn ☐Fortitude ☐Mental ☐Reflex ☐

Immune

Imperv

Vuln

Movement and Senses

Jump ☐

Attacks and Active Abilities

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Character Creation

Concept

Motivation and goals

Species

Size

Base class

Equipment proficiencies

Archetypes

Combat styles and mystic spheres

Background

Description

Alignment

Feats

Passive Abilities and Traits

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

Name

Effect

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Effect

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Effect

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Effect

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Effect

Name

Effect

Name

Effect

Resources

Attune points

$$\boxed{\text{Total}} = \boxed{\text{Class}} + \boxed{} + \boxed{} + \boxed{}$$

Fatigue tolerance

$$\boxed{\text{Total}} = \boxed{\text{Class}} + \boxed{\text{Con}} + \boxed{} + \boxed{}$$

Insight points

$$\boxed{\text{Total}} = \boxed{\text{Class}} + \boxed{\text{Int}} + \boxed{} + \boxed{}$$

Trained skills

$$\boxed{\text{Total}} = \boxed{\text{Class}} + \boxed{\text{Int}} + \boxed{} + \boxed{}$$

Combat styles

$$\boxed{\text{Total}} = \boxed{\text{Class}} + \boxed{\text{Insight}} + \boxed{} + \boxed{}$$

Maneuvers

$$\boxed{\text{Total}} = \boxed{\text{Class}} + \boxed{\text{Insight}} + \boxed{} + \boxed{}$$

Mystic spheres

$$\boxed{\text{Total}} = \boxed{\text{Class}} + \boxed{\text{Insight}} + \boxed{} + \boxed{}$$

Spells

$$\boxed{\text{Total}} = \boxed{\text{Class}} + \boxed{\text{Insight}} + \boxed{} + \boxed{}$$

$$\boxed{\text{Total}} = \boxed{} + \boxed{} + \boxed{} + \boxed{}$$

$$\boxed{\text{Total}} = \boxed{\text{Base}} + \boxed{\text{Insight}} + \boxed{} + \boxed{}$$

Abilities chosen

Armor

Body armor name	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	AD	DR	Vital rolls	Encumbrance	Speed mod	Usage class
Shield name	<input type="text"/>	<input type="text"/>		<input type="text"/>		<input type="text"/>
	AD	Ref		Encumbrance		Usage class

Weapons

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

Legacy Item

Name	<input type="text"/>	Effect	<input type="text"/>
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Attunement Abilities and Equipment

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

Inventory

Carrying Weight Limit	<input type="text"/>	Push/Drag Weight Limit	<input type="text"/>	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"/>	<input type="text"/>	Currency	<input type="text"/>
					Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6	Rank 7				

Offensive Statistics

Accuracy	$\frac{\text{Total}}{2} = \frac{1}{2} \left(\text{Lvl} + \text{Per} \right) + \text{Base} + \text{Species} + \text{Leveling}$
Brawl accuracy	$\frac{\text{Total}}{2} = \frac{1}{2} \left(\text{Lvl} + \text{Str} \right) + \text{Base} + \text{Species} + \text{Leveling}$
_____ accuracy	$\text{Total} = \text{Base} + \text{Species} + \text{Leveling}$
Extra damage	$\text{Total} = \text{Base} + \text{Species} + \text{Leveling}$
Magical power	$\text{Total} = \text{Lvl}/2 + \text{Wil} + \text{Base} + \text{Species} + \text{Leveling}$
Mundane power	$\text{Total} = \text{Lvl}/2 + \text{Str} + \text{Base} + \text{Species} + \text{Leveling}$
Speed	$\text{Total} = \text{Base} - \text{Armor} + \text{Species} + \text{Leveling}$

Defensive Statistics

Hit points	$\text{Total} = \text{Class} + \text{Con} + \text{Base} + \text{Species} + \text{Leveling}$
Damage resist	$\text{Total} = \text{Armor} + \text{Base} + \text{Species} + \text{Leveling}$
Armor	$\text{Total} = \text{Lvl}/2 + \text{Dex?} + \text{Armor} + \text{Base} + \text{Species} + \text{Leveling}$
Brawn	$\text{Total} = \text{Lvl}/2 + \text{Str} + \text{Class} + \text{Base} + \text{Species} + \text{Leveling}$
Fortitude	$\text{Total} = \text{Lvl}/2 + \text{Con} + \text{Class} + \text{Base} + \text{Species} + \text{Leveling}$
Mental	$\text{Total} = \text{Lvl}/2 + \text{Wil} + \text{Class} + \text{Base} + \text{Species} + \text{Leveling}$
Reflex	$\text{Total} = \text{Lvl}/2 + \text{Dex} + \text{Class} + \text{Base} + \text{Species} + \text{Leveling}$

Attributes and Skills

Encumbrance	$\text{Total} = \text{Armor} - \text{Base} - \text{Species} - \text{Leveling}$
Intimidate	$\text{Total} = \text{Attr} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Profession	$\text{Total} = \text{Attr} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?

Intelligence	$\text{Total} = \text{Base} + \text{Species} + \text{Leveling}$
Craft	$\text{Total} = \text{Int} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?

Craft subskills trained

Deduction	$\text{Total} = \text{Int} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Devices	$\text{Total} = \text{Int} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Disguise	$\text{Total} = \text{Int} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Knowledge	$\text{Total} = \text{Int} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?

Knowledge subskills trained

Medicine	$\text{Total} = \text{Int} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
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Strength

Strength	$\text{Total} = \text{Base} + \text{Species} + \text{Leveling}$
Jump distance	$\text{Total} = \text{Spd}/4 + 5 \times \text{Str} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Climb	$\text{Total} = \text{Str} + \text{Train} - \text{Encumb} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Swim	$\text{Total} = \text{Str} + \text{Train} - \text{Encumb} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?

Dexterity

Dexterity	$\text{Total} = \text{Base} + \text{Species} + \text{Leveling}$
Balance	$\text{Total} = \text{Dex} + \text{Train} - \text{Encumb} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Flexibility	$\text{Total} = \text{Dex} + \text{Train} - \text{Encumb} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Perform	$\text{Total} = \text{Dex} + \text{Train} - \text{Encumb} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?

Perform subskills trained

Ride	$\text{Total} = \text{Dex} + \text{Train} - \text{Encumb} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Sleight of hand	$\text{Total} = \text{Dex} + \text{Train} - \text{Encumb} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Stealth	$\text{Total} = \text{Dex} + \text{Train} - \text{Encumb} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?

Constitution

Constitution	$\text{Total} = \text{Base} + \text{Species} + \text{Leveling}$
Endurance	$\text{Total} = \text{Con} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?

Perception

Perception	$\text{Total} = \text{Base} + \text{Species} + \text{Leveling}$
Awareness	$\text{Total} = \text{Per} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Creature handling	$\text{Total} = \text{Per} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Deception	$\text{Total} = \text{Per} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Persuasion	$\text{Total} = \text{Per} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Social insight	$\text{Total} = \text{Per} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?
Survival	$\text{Total} = \text{Per} + \text{Train} + \text{Base} + \text{Species} + \text{Leveling}$ <input type="checkbox"/> Trained?

Willpower

Willpower	$\text{Total} = \text{Base} + \text{Species} + \text{Leveling}$
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Character Creation Guide

Step 1: Concept. Record a short phrase that describes your character concept on Page 2.

Step 2: Motivation and goals. What is your character trying to achieve, and why? Record it on Page 2.

Step 3: Species. Record your character's species on Page 2. Record any numeric modifiers it gives you on Page 4 and any other abilities on Page 2.

Step 4: Attributes. Record your starting attributes in the "Base" boxes in the "Attributes and Skills" section on Page 4. Then, copy your total attributes over to Page 1.

You have 8 points to distribute among your base attributes, to a maximum of 3 in each individual attribute.

Step 5: Base Class. Record your base class, and any equipment proficiencies it gives you, on Page 2. Then, fill in all numeric effects of your base class in the "Resources" section on Page 2 and the "Defensive Statistics" section on Page 4. You don't need to record your skills yet.

If your base class has any special class abilities, such as a votive's soul pact, record their name and effects now in the "Abilities" section.

Step 6: Class Archetype. Record your first class archetype on Page 2. Note that it is currently rank 1. If it modifies your statistics, record those modifiers in the appropriate boxes on the third and fourth pages. Recording more complicated abilities that you have to make decisions for, such as spells and maneuvers, can wait.

Step 7: Items and Equipment. Choose from among the equipment offered to you by your base class. Record your items on Page 3.

Step 8: Statistics and Resources. Finish the calculations in the "Offensive Statistics" and "Defensive Statistics" sections on Page 4. Once that is done, fill in the "Core Statistics" and "Defenses" sections on Page 1. Then, finish the calculation for all of your resources in the "Resources" section, taking into account any resources granted by your class archetype. Spending your insight points can wait.

Step 9: Insight Points and Abilities. Now, choose any specific abilities that you have to make decisions for, such as spells and maneuvers. You can also spend insight points to gain more of those abilities. Record any abilities that you gain in this way.

Recording your choices on Page 2 can help you keep track of them. Active abilities, like spells and maneuvers, should go on Page 1. If you learn a spell that you attune to, record that you are attuned to it on Page 3. You can save insight points to spend later instead of spending them now.

Step 10: Skills. Choose which skills you have trained and mark them as trained in the checkboxes on Page 4. Then, calculate your total modifier for those skills and copy those values to Page 1.

Step 11: Background. Decide your character's general background. Optionally, you can choose a specific character background benefit and background flaw. Record what you decide on Page 2.

The character sheet does not have room to hold a detailed background. However, don't let that restrict your ideas for your character! You can share your background with your GM separately.

Step 12: Character Description. Decide additional details for your character. What is their general personality? What do they look like? Record a brief summary on Page 2.

As with your background, the character sheet doesn't have room for a detailed description, but you should still feel free to create one elsewhere.

Step 13: Alignment. What is your character's general moral outlook? Record your alignment on Page 2.

Alignment has two dimensions: good/neutral/evil, and lawful/neutral/chaotic.