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) ☐
_____ ☐
Linguistics ☐
Medicine ☐

Perception ☐

Awareness ☐
Creature Handling ☐
Social Insight ☐
Survival ☐

Willpower ☐

Other Skills

Deception ☐
Intimidate ☐

Core Statistics

Hit points ☐ Armor ☐
DR ☐ Fortitude ☐
Fatigue level ☐ Reflex ☐
Accuracy ☐ Mental ☐

Defenses

☐

Movement

Land ☐ ___ ☐ ___ ☐ ___ ☐ Initiative ☐

Attacks and Abilities

Name _____
☐
Effect

Name _____
☐
Effect

Name _____
☐
Effect

Name _____
☐
Effect

Name _____
☐
Effect

Name _____
☐
Effect

Name _____
☐
Effect

Name _____
☐
Effect

Persuasion ☐

Profession ☐

_____ ☐

Attributes

Strength ☐ = ☐ + ___ + ___
  Base   Points

Dexterity ☐ = ☐ + ___ + ___
  Base   Points

Constitution ☐ = ☐ + ___ + ___
  Base   Points

Intelligence ☐ = ☐ + ___ + ___
  Base   Points

Perception ☐ = ☐ + ___ + ___
  Base   Points

Willpower ☐ = ☐ + ___ + ___
  Base   Points

Defensive Statistics

HP ☐ = ☐ + ___ + ___ + ___ + ___ + ___
  Total   Base

DR ☐ = ☐ + ☐ + ___ + ___ + ___
  Total   Base   Armor

Armor ☐ = ☐ + ☐ + ☐ + ☐ + ___ + ___
  Total   Lvl/2   Dex?   Class   Armor

Fort ☐ = ☐ + ☐ + ☐ + ___ + ___
  Total   Lvl/2   Con   Class

Ref ☐ = ☐ + ☐ + ☐ + ___ + ___
  Total   Lvl/2   Dex   Class

Ment ☐ = ☐ + ☐ + ☐ + ___ + ___
  Total   Lvl/2   Wil   Class

Core Statistics

Encumbrance ☐ = ☐ - ☐ - ___ - ___
  Total   Armor   Str

Initiative ☐ = ☐ + ___ + ___
  Total   Dex+Per

Land Speed ☐ = ☐ - ☐ + ___ + ___
  Total   Size   Armor

Vital Rolls ☐ = ☐ + ___ + ___ - ☐
  Total   Class   Wounds

Weight Limits _____   _____
  Carrying   Push/Drag

_____ ☐ = ___ + ___ + ___ + ___
  Total

Offensive Statistics

Accuracy ☐ = ☐ + ☐ + ___ + ___ + ___
  Total   Lvl/2   Per/2

Power ☐ = ☐ + ___ + ___ + ___ + ___
  Total   Class

Strike Damage ☐ = ___ + ___ + ___ + ___ + ___
  Total +d

Resources

Attune Points ☐ = ☐ + ___ + ___ + ___ + ___
  Total   Class

Fatigue Tolerance ☐ = ☐ + ☐ + ☐ + ___ + ___
  Total   Class   Con   Wil/2

Insight Points ☐ = ☐ + ☐ + ___ + ___ + ___
  Total   Class   Int

Trained Skills ☐ = ☐ + ☐ + ___ + ___ + ___
  Total   Class   Int

Species Info

Species
_____

Size
_____

Languages known

Class Info

Class

[ ]

Armor proficiencies

[ ]

Weapon groups

Archetypes

_____ [ ]
Name   Rank

_____ [ ]
Name   Rank

_____ [ ]
Name   Rank

Feats

_____

_____

_____

Goals and Flaws

_____

_____

_____

Passive Abilities

Name	Effects
Name	Effects
Name	Effects
Name	Effects
Name	Effects
Name	Effects
Name	Effects
Name	Effects
Name	Effects
Name	Effects

Abilities Known

Combat Styles [ ] = [ ] + ___ + ___ + ___ + ___
                Total   1/2 Insight

Maneuvers [ ] = [ ] + ___ + ___ + ___ + ___
            Total   Insight

Mystic Spheres [ ] = [ ] + ___ + ___ + ___ + ___
                 Total   1/2 Insight

Spells [ ] = [ ] + ___ + ___ + ___ + ___
         Total   Insight

Abilities Chosen

[ ]

Personal Info

_____   _____   _____
Alignment   Patron Deity   Experience points

Personality and Background

[ ]

Strength Skills

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

☐ Class? **Jump** [ ] = [ ] + ___ + ___
Total Train?

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

Dexterity Skills

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

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

☐ Class? **Perform** _____ [ ] = [ ] + ___ + ___
Total Train?

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

☐ Class? **Sleight Of Hand** [ ] = [ ] + ___ + ___
Total Train?

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

Constitution Skills

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

Other Skills

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

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

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

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

Intelligence Skills

☐ Class? **Craft** _____ [ ] = [ ] + ___ + ___
Total Train?

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

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

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

☐ Class? **Knowledge** _____ [ ] = [ ] + ___ + ___
Total Train?

☐ Class? **Linguistics** [ ] = [ ] + ___ + ___
Total Train?

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

Perception Skills

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

☐ Class? **Creature Handling** [ ] = [ ] + ___ + ___
Total Train?

☐ Class? **Social Insight** [ ] = [ ] + ___ + ___
Total Train?

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

Trained Skills [ ] / [ ]
Current Max

Inventory

Proficiences

_____   _____   _____
Base class   Weapon groups   Other proficiencies

Armor

_____
Body armor name   +AD   +DR   Encumbrance   Speed   Usage Class

_____
Shield name   +AD   Encumbrance   Usage Class

Weapons

Name	Accuracy	Base Die	Magical	Mundane	Tags	Effects
Name	Accuracy	Base Die	Magical	Mundane	Tags	Effects
Name	Accuracy	Base Die	Magical	Mundane	Tags	Effects

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?
Name	Effect	Active?
Name	Effect	Active?