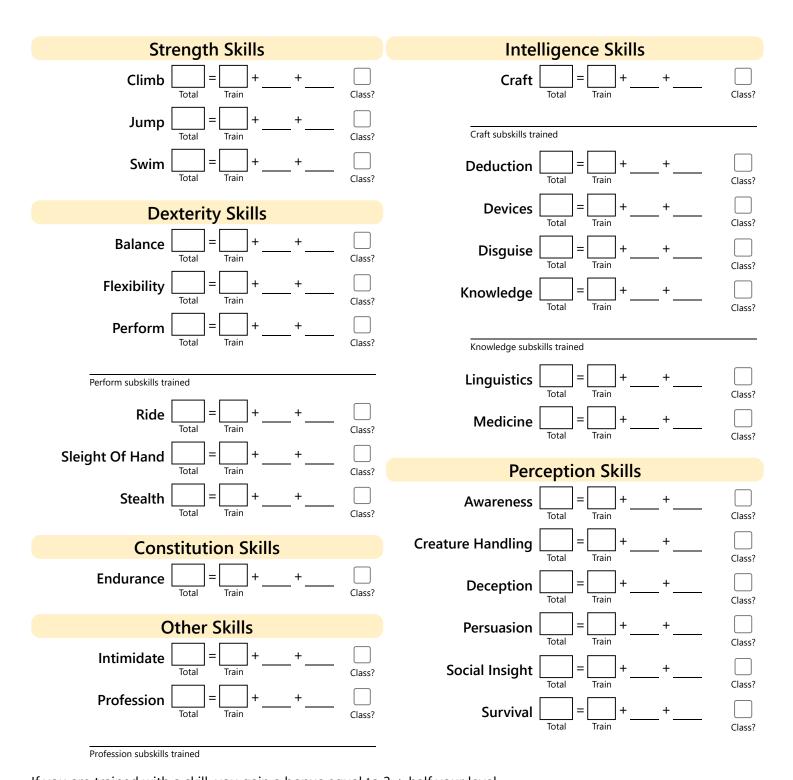
Character name		Player name	Experience Level
<b>Attributes and Sk</b>	ills	Core Statistics	Defenses
Strength Climb		Hit points	Armor
Jump		Damage resistance	Fortitude
Swim		Fatigue tolerance	Reflex
Dexterity		Accuracy	Mental
Balance			Movement and Senses
Flexibility		Land	
Perform (untrained)			Attacks and Abilities
			Attacks and Abilities
Ride		Nama	
Sleight of Hand		Name	
Stealth			Effect
Constitution		Name	
Endurance		Name	
Intelligence		Ī	Effect
Craft (untrained)		Name	
		Name	
Deduction		Ī	Effect
Devices		<del></del>	
Disguise		Name	
Knowledge (untrained)		!	Effect
Linguistics		Name	
Medicine			Effect
Perception			
Awareness		Name	
Creature Handling		!	effect
Deception			
Persuasion		Name	
Social Insight		! !	Effect
Survival			
Willpower		Name	
Other Skills		! !	Effect
Intimidate			
Profession (untrained)		Name	
		l I	Effect

Character Creation		Passive Abilities	
Concept	Name	Effect	
	Name	Effect	
L Motivation and goals	Name	Effect	
Species	Name	Effect	
Size	Name	Effect	
	Name	Effect	
Starting attributes	Name	Effect	
Base class	Name	Effect	
	]		
	Name	Effect	
	Name	Effect	
Archetypes	Name	Effect	
	Name	Effect	
	Name	Effect	
Equipment proficiencies	Name	Effect	
	Insight Point Allocation		
Trained skills	J 1		
	Active Abilities Known		
		Active Abilities Kilowii	
Description			
Description			
Alignment	_		
Feats			



If you are trained with a skill, you gain a bonus equal to 3 + half your level.

	Armor					
Body armor name	+AD +DR Encumbrance Speed Usage class					
Shield name	+AD Encumbrance Usage class					
Weapons						
Name Accu	Turacy Magical damage Mundane damage Tags					
Name Accu	Magical damage Mundane damage Tags					
Name Accu	Turacy Magical damage Mundane damage Tags					
Legacy Item						
Name						
Attuneme	ent Abilities and Equipment					
Actumente						
Name Effect	Active?					
Name Effect	Active?					
Name Effect	Active?					
Name Effect	Active?					
Name Effect	Active?					
Name Effect	Active?					
Name Effect	Active?					
Name Effect	Active?					
	Inventory					

This page is used to track your core character statistics. There are open spaces in each equation so you can add custom modifiers for each statistic. Each custom modifier has a small text box underneath it that you can use to remind yourself why that modifier exists.

	Attributes	Defenses			
Strength	Total Base + + +	Armor $=$ $=$ $=$ $=$ $=$ $=$ $=$ $=$ $=$ $=$			
Dexterity	Total Base + + +	Fort			
Constitution	Total Base + + +	Ref + + + + + + +			
Intelligence	Total Base + + +	Ment   +			
Perception	Total Base + + +	Survival Statistics			
Willpower	Total Base + + + +	HP Level = + + + + + + + + + + + + + + + + + +			
		HP+++++			
Encumbrance	Core Statistics	DR Level Total = Base + Class + + + + + + + + + + + + +			
	Total Armor Str	DR			
Land Speed	Total Size - Armor + +	Vital Rolls Total Base Armor + Wounds			
Weight Limits	Carrying Push/Drag	Offensive Statistics			
	= + + + +	Accuracy			
	<b>D</b>	Accuracy = + + + +			
	Resources	Total Base			
Attune Points	Total = Class + + +	Accuracy = + + + + + + +			
Fatigue Tolerance	Total = Class + Con ++	Magical Power			
Insight Points	Total = Class + Int + +	Mundane Power			
Trained Skills	Total = Class   Int   + +	Strike Damage + + + + + +			