Character Name	Player Name	Movement	OBSS 0.68	Sheet V2.4

Race	Gender	Age	Height	Weight	Eye	Hair	Particular signs

Experience Points		Level	

Strenght	
Dexterity	
Consitution	
Intelligence	
Wisdom	
Charisma	

Fate Point Actual / Max
/

Hit Point Actual / Massimi
/
Death -(10+COS*2) HP

Saving Throws	Total ST	Assigned Point	Charact. Value	Magic Bonus	Other
Fortitude (Con)					
Reflex (Dex)					
Will (Wis)					

Defence	Total	Base	Dexterity	Armor	Shield	Other
Base		10				
Touch		10				

Penality	MC	Skill Per	Mov
Armor			
		Weap. Comp	
Shield			

Other

Traits	Points	Advancements										Patron	Notes

Profession: Skill	Characteristic	Charact. Value	Assig. Point	Total
Awarness	Wisdom		1/3lv	

Magical Proficiency		
Weapon Proficiency		
Weapon List:		
Weapon List:		
Weapon List:		
Weapon List:		

Feat	Saving Throw	Grade

Advantage / Disadvantage

Initiative: 3d6 + Intelligence or Dexterity

Weapon	Bonus to Hit					Bonus to Damage				Weapon Dam.	Range	EDX
	Tot.	Characteristic	Magic	Other	WP	Characteristic	Magic	Other	**Tot.**			

Equipment

CdC	Potions & Scrolls:	Platinum Coins Gold Coins Silver Coins Copper Coins Gems

Patron

Magical Proficiency

Characteristic Mod. Value:

Simbol:

Devout – Follower

Manifestation:

Favorite Element

To Hit 3d6+WP+(STR/DEX)

Saving Throw 10 + CM/2 + mod. Characteristic + 2 x Adept of Magic on list +2 Crit

Magic Check 3d6 + 1d6*CM/4

Magic Points Total Actual

Spell Cost = Lev Spell

Half Magic Point

Magic List	Adept Of Magic	Favorite List	Charac Teristic	Max Level

Spells	List	Learn	Saving Throw	F	Spells	List	Learn	Saving Throw	F

Other

Language	Traits: Acquired Powers	