Character Name	Player Name	Movement	OBSS 1.0.0	Sheet V4.0

Race	Age	Height	Weight	Eyes	Hair	Size	Distinguishing Marks

Experience Points:	Level:

Strenght	
Dexterity	
Constitution	
Intelligence	
Wisdom	
Charisma	

Fate Points (20-lv)/5 Attuali / Max
/

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

Saving Throws	Total ST	Feat's Point	Characteristics	Magical Bonus	Other
Fortitude (Con)					
Reflex (Dex)					
Will (Wis)					

Defense	Total	Base	Dexterity	Armor	Shield	Other
		10				

Altro:

Penality	Magic Check	Competence	Mov.
Armor			
Penalty		Roll to Hit	
Shield			

Traits	Value	Advancement										Patron	Note

Prof.: Competency	Caract.	Value	# Assigned	Varius	Total
Awarness	Will		1/3lv		
Weapon Proficiency (WP)					
Magic Proficiency (MP)					
Weapon List:					
Weapon List:					
Weapon List:					
Weapon List:					

Feat	Saving Throw	Charac.

Equipment				
Equipment	Bulk	Equipment	Bulk	Platinum Coins Gold Coins Silver Coins Copper Coins Gems
				CdC

Patron		Symbol	
Magic Proficiency (MP)		Devotee/Follower	
Charact. Modifier	Value	Manifestation	
Roll to Hit	3d6+MP+Charact. Mod + Feat	Preferred Energy	
Saving Throw	10 + MP + Character Mod + 1 x Magic Adept +1 x Crit	Privileged Spell	
Magic Check	3d6 + 1d6 every 3 MP -1 dice every 2 Magic Adept > 10 +2*Spell Level	Magic Point	Total / Actual / Cost = Spell Level

Spells (know: MP/2+Mod. + Adept)	Learn	Pag	P	Spells (know: MP/2+Mod. + Adept)	Learn	Pag	P

Varius

Languages	Trait's powers	