

Class & Level	Background	Player Name
Heritage		Size

Current Health: _____

50%: skill disadv.	25%: 1/2 move.	10%: All disadv.

Armor	Dodge	DEF/RaDEF

Fortitude	Reflex	Willpower

Enduring Save DR	Well- Rested?	

Equipped Gear	
Weap. 1	Damage
Weap. 2	Damage
Weap. 3	Damage
Weap. 4	Damage
Ammo	
Ammo 1	Num. Left
Ammo 2	Num. Left
Consumables	
Cons. 1	Num. Left
Cons. 2	Num. Left
Cons. 3	Num. Left

Armor	
Type	Stealth disadv.? <input type="checkbox"/>
	DEX disadv.? <input type="checkbox"/>
Mat. 1	Weight
Mat. 2	Armor Bonus

Weapon Skills

Archery:	<u> </u> /5	Small:	<u> </u> /5
Firearm:	<u> </u> /5	Throwing:	<u> </u> /5
Large:	<u> </u> /5	Unarmed:	<u> </u> /5
Medium:	<u> </u> /5	Exotic 1:	<u> </u> <u> </u> /5
Polearm:	<u> </u> /5	Exotic 2:	<u> </u> <u> </u> /5

Heritage & Size Features

[illegible]

Tool Skills

	Own?	
Tool 1 _____	<input type="checkbox"/>	_/5
Tool 2 _____	<input type="checkbox"/>	_/5
Tool 3 _____	<input type="checkbox"/>	_/5
Tool 4 _____	<input type="checkbox"/>	_/5
Tool 5 _____	<input type="checkbox"/>	_/5

Character Portrait

Age	Height	Weight
Skin Color	Hair color	Eye Color

Background:

Languages, Classless Feats,
and Additional Traits

Inventory

Currency: Aeons Change Extra Weapons: Useful Gear:	Treasure: Other:
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