

Fortitude, Guard, Reflex, Perception, Willpower, Composure, Reason, Constitution, Strength, Dexterity, Focus, Wisdom, Charisma, Cunning, Intelligence, Armor, Protection, LT, PT, Damage Bonus, Initiative, Aim, Mana

Vitality, Max, Fatal, Lethal, Painful, Bleeding

Character Name, Player Name, Race, Background, Walk, Run, Level, Skill Points

Combat Skills table with columns: Name, Points, Attr, Value. Rows include Archery, Axes, Blades, Crossbows/Guns, Dodge, Hammers, Brawl, Polearms, Throw.

RP Skills table with columns: Name, Points, Attr, Value. Rows include Acrobatics, Animal Handling, Arcana, Athletics, Crafting, Deception, Disguise, Hearing, History, Intimidation, Intuition, Investigation, Language, Lockpicking, Medicine, Nature, Observation, Performance, Persuasion, Religion, Repair, Riding, Seduction, Science, Sleight of Hand, Stealth, Survival, Swim.

Actions section with Defensive (1st), Offensive (2nd), and Utility* (3rd) categories.

Talents table with columns: Name, Type, Pg. #. Rows numbered 0 to 20.

Attacks table with columns: Name, To Hit, Damage Dice. Includes Adrenaline Points and Inspiration Points.

Critical Maneuvers and Inspiration Effects sections.

Inventory table with columns: Name, Value, #, Equipped. Rows for equipment tracking.