

PLAYER NAME

CHARACTER NAME

CLASS & SUBCLASS

ANCESTRY & BACKGROUND

LEVEL

COMBAT MASTERY

LEVEL / 2



NOVICE  
2

ADEPT  
4

EXPERT  
6

MASTER  
8

GRANDM.  
10

SKILLS

SAVES CM

PRIME = Highest Attribute

AWARENESS

MIGHT

SAVE

ATHLETICS

INTIMIDATION

AGILITY

SAVE

ACROBATICS

TRICKERY

STEALTH

CHA

CHARISMA

SAVE

ANIMAL

INFLUENCE

INSIGHT

INT

INTELLIGENCE

SAVE

INVESTIGATION

MEDICINE

SURVIVAL

KNOWLEDGE

ARCANA

HISTORY

NATURE

OCCULTISM

RELIGION

1 Skill Point = 2 Knowledge Masteries

STAMINA POINTS

MANA POINTS

HIT POINTS

PHYSICAL DEFENSE

MYSTICAL DEFENSE

HEAVY BRUTAL

PDR MDR

REDUCTION

COMBAT

ACTION POINTS

ATTACK / SPELL CHECK = CM + Prime

SAVE DC = 10 + CM + Prime

MARTIAL CHECK = ATH or ACRO

ATTACKS

Name	Dmg.	Type
	( )	
	( )	
	( )	
	( )	

DEATH

EXHAUSTION

DEATH THRESHOLD = 0 HP - Prime

MOVE SPEED

JUMP DISTANCE

RESOURCES

Total	Cap
( )	REST POINTS = Level + MIG
( )	GRIT POINTS = CHA + 2
( )	
( )	
( )	

TRADES

LANGUAGES

LANGUAGE CHECK = d20 + [ Intelligence or Charisma ]

LIMITED

FLUENT

CURRENCY

INVENTORY

FEATURES