



Character Information

Character Name: _____ Player Name: _____ Gender: _____

Race: _____ Bloodlines — Father: _____ Mother: _____ Eyes: _____

Social Status: _____ Heritage _____ Hair: _____ Size: _____

Alignments (Moral): _____ (Ethic): _____ Weight: _____ Height: _____ Age: _____

Character Abilities

Physical
Physical Modifier Dice

Static Modifier

Mental
Mental Modifier Dice

Static Modifier

Spiritual
Spiritual Modifier Dice

Static Modifier

Combat

Melee
Melee Modifier Dice

Static Modifier

Ranged
Ranged Modifier Dice

Static Modifier

Magic

Arcane
Arcane Magic Modifier Dice

Static Modifier

Spiritual
Spiritual Magic Modifier Dice

Static Modifier

Charge
Charge Modifier Die

Static Modifier

Weapons

Primary weapon

Weapon Dice

Additional Damage

Secondary Weapon

Weapon Dice

Additional Damage

Additional Weapon

Weapon Dice

Additional Damage

Armor

Lesser Armor

Defense Dice

Name

Greater Armor

Defense Dice

Name

Additional Items

Defense Dice

Item List

Armor Block

Shield

Type

Items

Helm

Type

Health

<input type="button"/>	<input type="button"/>	<input type="button"/>
Recovery Die	Total Health	Current Health

Encounter Modifier Value

<input type="button"/>	<input type="button"/>	<input type="button"/>
Ability Roll Result	Total Static Modifiers	Total Modifier Value

Encounter Ticker Value

<input type="button"/>	<input type="button"/>	<input type="button"/>
Ability Roll Result	Initiative Modifiers	Current Ticker Value

Melee

Ability Dice	d 4
	d 6
	d 8
	d 10
	d 12

Ranged

Ability Dice	d 4
	d 6
	d 8
	d 10
	d 12

Magic

Ability Dice	d 4
	d 6
	d 8
	d 10
	d 12

Attack Dice

Attack Dice	d 4
	d 6
	d 8
	d 10
	d 12

Attack Dice

Attack Dice	d 4
	d 6
	d 8
	d 10
	d 12

Magic Dice

Magic Dice	d 4
	d 6
	d 8
	d 10
	d 12

Weapon Dice

Weapon Dice	d 4
	d 6
	d 8
	d 10
	d 12

Weapon Dice

Weapon Dice	d 4
	d 6
	d 8
	d 10
	d 12

Armor Dice

Armor Dice	d 4
	d 6
	d 8
	d 10
	d 12

Armor Dice

Armor Dice	d 4
	d 6
	d 8
	d 10
	d 12

Encounter Modifier Value

<input type="button"/>

Current Charge Count

<input type="button"/>

Fatigued?

<input type="button"/>

Exhausted?

<input type="button"/>

Equipment	Money & Treasure										
Equipment & Money	<table border="1"><tr><td data-bbox="1196 1398 1303 1412">Other</td><td data-bbox="1303 1398 1437 1412">Gems</td></tr><tr><td data-bbox="1196 1412 1303 1425"></td><td data-bbox="1303 1412 1437 1425">PC</td></tr><tr><td data-bbox="1196 1425 1303 1438"></td><td data-bbox="1303 1425 1437 1438">GC</td></tr><tr><td data-bbox="1196 1438 1303 1453"></td><td data-bbox="1303 1438 1437 1453">SC</td></tr><tr><td data-bbox="1196 1453 1303 1465"></td><td data-bbox="1303 1453 1437 1465">CC</td></tr></table>	Other	Gems		PC		GC		SC		CC
Other	Gems										
	PC										
	GC										
	SC										
	CC										

Social	Reputation	Social Factions			
	Unspent Favors				
	Luck				
	Madness				