

PLAYER NAME

CHARACTER NAME



CLASS & SUBCLASS

ANCESTRY & BACKGROUND

LEVEL

COMBAT MASTERY

LEVEL / 2

PHYSICAL

AGI

CHA

INT

MENTAL

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

CHARISMA

SAVE

ANIMAL

INFLUENCE

INSIGHT

INTELLIGENCE

SAVE

KNOWLEDGE

INVESTIGATION

MEDICINE

SURVIVAL

ARCANA

HISTORY

NATURE

OCCULTISM

RELIGION

1 Skill Point = 2 Knowledge Masteries

HEALTH POINTS

PHYSICAL DEFENSE

MYSTICAL DEFENSE

MAX

TEMP

HEAVY

BRUTAL

PDR

MDR

REDUCTION

COMBAT

ATTACK / SPELL CHECK = CM + Prime

SAVE DC = 10 + CM + Prime

MARTIAL CHECK = ATH or ACRO

ATTACKS

Name

Dmg.

Type

RESOURCES

Cap

STAMINA POINTS

MANA POINTS

REST POINTS = Level + MIG

GRIT POINTS = CHA + 2

MOVE SPEED

JUMP DISTANCE

EXHAUSTION

-1 -2 -3 -4 -5

DEATH THRESHOLD = 0 HP - Prime

TRADES

LANGUAGES

LANGUAGE CHECK = d20 + [ Intelligence or Charisma ]

LIMITED

FLUENT

MISC

FEATURES

SPELLS &  
TECHNIQUES



SUPPLIES




ATTUNEMENT

Slots ATTUNEMENT SLOTS = Prime




EQUIPPED

	HEAD glasses, goggles, hat, hood, crown, helmet
	NECK necklace, amulet, choker
	MANTLE cloak, cape, shawl, scarf, backpack, pauldron
	BODY vest/tunic/cuirass, trousers/leggings/greaves
	WAIST belt, sash, waistband
	HANDS gloves, bracers, handwraps, gauntlets
	RING RIGHT ring on right hand
	RING LEFT ring on left hand
	FEET boots, sandals, sabatons

CARRIED

