

CHARACTER NAME Riley PLAYER _____

RACE _____ ARCHETYPES _____ / _____ LVL _____ CRP _____

EX (TO NEXT) _____ EX (CURRENT) _____

PRIMARY DRAWBACK _____



STATS

STR

SOCIAL

DEX

SOCIAL

CON

SOCIAL

INT

SOCIAL

WIS

SOCIAL

CHA

SOCIAL

MOVEMENT

CRAWL

∞ SECONDS

WALK

∞ SECONDS

JOG

∞ SECONDS

RUN

10 + ENDURANCE - SP SECONDS

SPRINT

5 + ENDURANCE - SP SECONDS

CHARACTERISTICS

HONOR 0-5: N/A 6-10: D4! 11-15: D6! 16-20: D8! 21-25: D10! HON DIE

TEMPERAMENT	TRAITS
GOALS	
DEVOTIONS	
FLAWS	

REPUTATION

I'M KNOW FOR

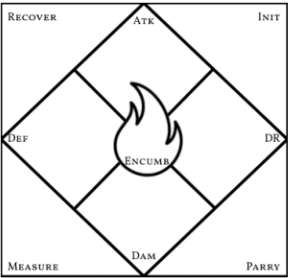
I'M KNOW FOR

I'M KNOW FOR

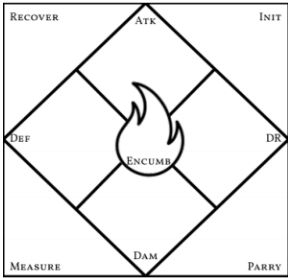
ALLIES, CONTACTS, & RESOURCES

ARCHETYPE ABILITIES

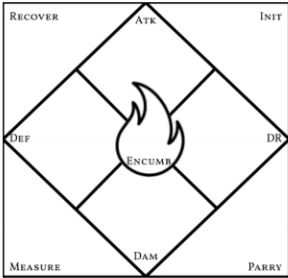
	REMOVED ABILITY



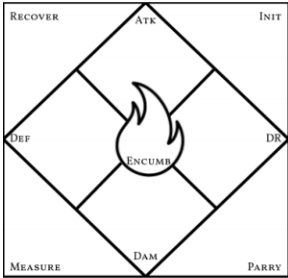
WEAPON PROFILE FOR:



WEAPON PROFILE FOR:



WEAPON PROFILE FOR:



WEAPON PROFILE FOR:

TAKING A BREATHER

STRESS

THRESHOLD

RELAXATION

FAVOR	MAX	MIN

RANGE (FT)	
0	-
-2	-
-4	-
-8	-
-16	-
-32	-

VITALITY

H	B	W	C
CURRENT	SEVERITY	TRAUMA THRES.	SEVERITY
	DAYS TO HEAL		DAYS TO HEAL
WOUND		WOUND	
WOUND		WOUND	
WOUND		WOUND	
WOUND		WOUND	
WOUND		WOUND	
WOUND		WOUND	
WOUND		WOUND	
SIZE MOD	ROLL	VIT DIE	MIN VIT

Skill Suites	Cost	Rank	Adv Skills	Cost	Rank	Adv Skills	Cost	Rank
Athletics								
Lore								
Streetwise								
Survival								
Tactics								
Trades								
Weirdcraft								
Adv Skills	Cost	Rank						
Language -								

GEAR & LOOT					CC	SC	GC	PC
ITEM	SIZE	ITEM	SIZE	ITEM	SIZE	ITEM	SIZE	
						/ CARRY		

Armor Profile					Base From Stats					General Notes																	
					Attack	DEX MOD + INT MOD																					
DR					Def	DEX MOD + WIS MOD																					
Skill Adj					INT	DEX MOD + WIS MOD																					
Bonuses					DAMAGE	STR MOD																					
					ENCUMB	CON MOD + WIS MOD																					
					WEAPON BONUS = ARMOR + SHIELD + WEAPON																						
DEF	ENC	RCV	INIT		Weapon Profile #1					Weapon Profile #2					Weapon Profile #3					Weapon Profile #4							
				ARMOR																							
				TRAIN																							
				MISC																							
				TOTAL	DAMAGE					DAMAGE					DAMAGE					DAMAGE							
SHIELD PROFILE					RECOV	PARRY				RECOV	PARRY				RECOV	PARRY				RECOV	DAM. TYPE						
					MEASURE					MEASURE					MEASURE					BONUSES							
DR			COVER		DAMAGE TYPE					DAMAGE TYPE					DAMAGE TYPE					TRAITS							
SIZE					BONUSES					BONUSES					BONUSES												
BONUSES					TRAITS					TRAITS					TRAITS												
DEF	PRY	ENC	BRK		ATK RCV PR DAM INIT					ATK RCV PR DAM INIT					ATK RCV PR DAM INIT					ATK RCV INIT DAM							
				SHIELD																							
				TRAIN						TR						TR											ADV TRAIN.
				MISC						MI						MI											MISC
				TOTAL						TO						TO											TOTAL