



CHARACTER NAME \_\_\_\_\_

CHARACTER POINTS \_\_\_\_\_

RACE \_\_\_\_\_

SIZE \_\_\_\_\_ SPEED \_\_\_\_\_

GENDER \_\_\_\_\_ AGE \_\_\_\_\_

HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

EYES \_\_\_\_\_ HAIR \_\_\_\_\_

ALLEGIANCE \_\_\_\_\_

ENHANCED SCORE \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

GAME MASTER \_\_\_\_\_

ALLIES \_\_\_\_\_

ENEMIES \_\_\_\_\_

STARTING LUCK POINTS CURRENT LUCK POINTS VIRTUE/TAINT 

## ABILITIES

	MODIFIER	TOTAL SCORE	=	BASE SCORE	+	BONUS SCORE
STRENGTH	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
DEXTERITY	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
CONSTITUTION	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
INTELLIGENCE	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
WISDOM	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
CHARISMA	<input type="text"/>	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>

## SAVING THROWS

	TOTAL	=	BASE MODIFIER	+	ABILITY MODIFIER	+	MISC MODIFIER
TOUGHNESS	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
FORTITUDE	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
REFLEX	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
WILL	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

## COMBAT

	TOTAL	=	DEX MODIFIER	+	POWER MODIFIER	+	TALENT MODIFIER
INITIATIVE	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
	TOTAL	=	DEFENSE BONUS	+	MISC MODIFIER	+	SIZE MODIFIER
ACTIVE DODGE	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
REACTIVE DODGE	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
ACTIVE PARRY	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
REACTIVE PARRY	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

## CREATION ENERGY

BASE (BCE)	<input type="text"/>	MAXIMUM (MCE)	<input type="text"/>
CURRENT CE	<input type="text"/>	CE RECOVERY RATE	<input type="text"/>

## CHANNELING ACTIONS

ACTION	CE CHanneled	ELEMENTAL AFFINITY RANKS
MOVE	<input type="text"/>	X <input type="text"/>
STANDARD	<input type="text"/>	X <input type="text"/>
FULL-ROUND	<input type="text"/>	X <input type="text"/>

## DAMAGE CONDITIONS

BRUISED STAGGERED UNCONCIOUS

<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

INJURED DISABLED DYING

## CONDITIONS SUMMARY

BRUISED	-1 Toughness saves vs. nonlethal damage + Concentration checks
INJURED	-1 Toughness saves vs. lethal damage + Concentration checks
STAGGERED	1 Standard or move action/round
DISABLED	1 Standard or move action/round, strenuous action causes Dying
STUNNED	Only reactive defense, -2 to Defense, only reactions
UNCONCIOUS	Helpless, further damage is lethal
DYING	Fortitude save every hour or die

## FATIGUE

<input type="text"/>	FATIGUED
<input type="text"/>	EXHAUSTED
<input type="text"/>	UNCONCIOUS

## COMBAT SKILLS

	WEAPON TYPE: (BLADES, AXES, PISTOL, LONGARM, ETC.)	KEY ABILITY	SKILL BONUS	SKILL RANK	ABILITY MODIFIER	MISC MODIFIER			
MARTIAL ARTS	_____	DEX	<div></div>	=	<div></div>	+	<div></div>	+	<div></div>
MELEE WEAPON	_____	STR	<div></div>	=	<div></div>	+	<div></div>	+	<div></div>
MELEE WEAPON	_____	STR	<div></div>	=	<div></div>	+	<div></div>	+	<div></div>
RANGED WEAPON	_____	DEX	<div></div>	=	<div></div>	+	<div></div>	+	<div></div>
RANGED WEAPON	_____	DEX	<div></div>	=	<div></div>	+	<div></div>	+	<div></div>
NATURAL WEAPON	_____	STR	<div></div>	=	<div></div>	+	<div></div>	+	<div></div>
THROWN WEAPON	_____	DEX	<div></div>	=	<div></div>	+	<div></div>	+	<div></div>
UNARMED COMBAT	_____	DEX	<div></div>	=	<div></div>	+	<div></div>	+	<div></div>
_____									
_____									
_____									
_____									

SKILLS		KEY ABILITY	SKILLS BONUS	SKILL RANK		ABILITY MODIFIER	MISC MODIFIER
ACROBATICS*	DEX		=		+		+
BLUFF	CHA		=		+		+
CLIMB	STR		=		+		+
COMPUTERS*	INT		=		+		+
CRAFT* _____	INT		=		+		+
_____	INT		=		+		+
_____	INT		=		+		+
_____	INT		=		+		+
DIPLOMACY	CHA		=		+		+
DISABLE DEVICE*	INT		=		+		+
DISGUISE	CHA		=		+		+
DRIVE	DEX		=		+		+
ESCAPE ARTIST	DEX		=		+		+
GATHER INFO	CHA		=		+		+
HANDLE ANIMAL	CHA		=		+		+
INTIMIDATE	CHA		=		+		+
INVESTIGATE	INT		=		+		+
KNOWLEDGE* _____	INT		=		+		+
_____	INT		=		+		+
_____	INT		=		+		+
_____	INT		=		+		+
LANGUAGE*	INT		=		+		+
MEDICINE	WIS		=		+		+
NOTICE	WIS		=		+		+
PERFORM* _____	CHA		=		+		+
_____	HA		=		+		+
PILOT*	DEX		=		+		+
PROFESSION*	WIS		=		+		+
RIDE*	DEX		=		+		+
SEARCH	INT		=		+		+
SENSE MOTIVE	WIS		=		+		+
SLEIGHT OF HAND*	DEX		=		+		+
SPELLCRAFT*	INT		=		+		+
STEALTH	DEX		=		+		+
SURVIVAL	WIS		=		+		+
SWIM	STR		=		+		+
_____			=		+		+
_____			=		+		+

\* TRAINED ONLY

[illegible]