



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"/> |

### DAMAGE CONDITIONS

BRUISED      STAGGERED      UNCONCIOUS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

INJURED      DISABLED      DYING

### FATIGUE

FATIGUED

EXHAUSTED

UNCONCIOUS

### 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"/> |

### CONDITIONS SUMMARY

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

### 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"/> |

### COMBAT SKILLS

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

### CREATION ENERGY

BASE (BCE)       MAXIMUM (MCE)

CURRENT CE       CE RECOVERY RATE

### CHANNELING ACTIONS

| ACTION     | CE CHANNLED          | 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"/>   |

