

Name: _____ Race: _____ Background: _____
Player: _____ Class: _____ Level: _____ XP: _____

Abilities	Score	Mod.	Base	Defenses	Score	Adjust	Hit Points [] { }
Strength	[]	()	()	Armor	Per Armor	[] { }	Max: [] Bloodied: []
Constitution	[]	()	()	Fortitude	10+Con+__	[] { }	(+__ / Level) Heal Value: [] { }
Dexterity	[]	()	()	Reflex	10+Dex+__	[] { }	Vitality ♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥♥
Wisdom	[]	()	()	Will	10+Wis or Cha+__	[] { }	Conditions _____
Charisma	[]	()	()	Spot	10+Perception	[] { }	
Intelligence	[]	()	()	Sense	10+Insight	[] { }	
Modifier: (Score ÷ 2) - 5			Base: (Mod. + Level) ÷ 2			Score: (10 + Ability Base + class modifiers)	

Class Features From Role: _____

Level 0: _____ Level 1: _____
Level 3: _____ Level 5: _____
Level 7: _____ Level 9: _____

Other Traits

Initiative Dex or Int () { }
Speed per Race [] { }
Size _____ () { }

At-Will Feats

Level 0: _____
Level 0: _____
Level 2: _____
Level 4: _____
Level 6: _____
Level 8: _____
Level 10: _____

Per-Encounter Feats

Racial: _____
Class: _____
Class: _____
Rank 1: _____
Rank 2: _____
Rank 3: _____

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Attack: (Ability Base) + (+2 if Trained) + (+1 if Expert) Check: (Ability Base) + (+2 if Trained) + (+1 if Expert)

Hand-to-Hand

[] **Unarmed (Dex or Str)** () { } []
[] **Grappling (Con or Str)** () { } []

Melee Weapons

[] **Blades (Dex or Str)** () { } []
[] **Flails (Dex or Str)** () { } []
[] **Axes (Str)** () { } []
[] **Bludgeons (Str)** () { } []
[] **Hammers (Str)** () { } []
[] **Spears (Str)** () { } []
[] **Swords (Str)** () { } []
[] **Polearms (Str)** () { } []

Ranged Weapons

[] **Thrown (Dex)** () { } []
[] **Crossbows (Dex)** () { } []
[] **Bows (Dex)** () { } []

Armor

[] **Light Armor (Dex)** () { } []
[] **Heavy Armor (Con)** () { } []
[] **Shields (Str)** () { } []

Melee Damage Bonus (Str)	() { }
Ranged Damage Bonus (Dex)	() { }
Magic Damage Bonus (Varies)	() { }
Damage bonus: (Ability modifier) + (Level ÷ 2 if Expert)	

Physical Skills

[] **Endurance (Con)** () { } [] (-Armor)
[] **Athletics (Str)** () { } [] (-Armor)
[] **Acrobatics (Dex)** () { } [] (-Armor)
[] **Stealth (Dex)** () { } [] (-Armor)
[] **Thievery (Dex)** () { } [] (-Armor)

Wisdom Skills

[] **Heal (Wis)** () { } []
[] **Insight (Wis)** () { } []
[] **Nature (Wis)** () { } []
[] **Perception (Wis)** () { } []
[] **Religion (Wis)** () { } []

Charisma Skills

[] **Bluff (Cha)** () { } []
[] **Diplomacy (Cha)** () { } []
[] **Intimidation (Cha)** () { } []
[] **Streetwise (Cha)** () { } []

Intelligence Skills

[] **Arcana (Int)** () { } [] (-Armor)
[] **Craft (Int)** () { } []
[] **History (Int)** () { } []

Languages: _____

	<p>Armor: _____ Properties: _____</p> <p>Defense: () + () Check Penalty: - () Encumbrance: - ()</p> <p>Resistances: _____</p> <p>Description: _____</p> <p>_____</p> <p>_____</p>
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	<p>Shield: _____ Properties: _____</p> <p>Cover Bonus: + () Check Penalty: - () Encumbrance: - ()</p> <p>Description: _____</p> <p>_____</p> <p>_____</p>
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	<p>Weapon: _____ Properties: _____</p> <p>Target: _____ (+__ vs. _____) Range: _____</p> <p>Hit: _____</p> <p>_____</p> <p>_____</p>
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	<p>Weapon: _____ Properties: _____</p> <p>Target: _____ (+__ vs. _____) Range: _____</p> <p>Hit: _____</p> <p>_____</p> <p>_____</p>
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	<p>Weapon: _____ Properties: _____</p> <p>Target: _____ (+__ vs. _____) Range: _____</p> <p>Hit: _____</p> <p>_____</p> <p>_____</p>
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Feat: _____
Rank _____ / **Action** _____
Target/Trigger: _____
Effects: (____ vs. _____)

Feat: _____
Rank _____ / **Action** _____
Target/Trigger: _____
Effects: (____ vs. _____)

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Rank _____ / **Action** _____
Target/Trigger: _____
Effects: (____ vs. _____)

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Rank _____ / **Action** _____
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Rank _____ / **Action** _____

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Effects: (____ vs. _____)

Feat: _____

Rank _____ / **Action** _____

Target/Trigger: _____

Effects: (____ vs. _____)

Feat: _____

Rank _____ / **Action** _____

Target/Trigger: _____

Effects: (____ vs. _____)

Feat: _____

Rank _____ / **Action** _____

Target/Trigger: _____

Effects: (____ vs. _____)

Feat: _____

Rank _____ / **Action** _____

Target/Trigger: _____

Effects: (____ vs. _____)

Feat: _____

Rank _____ / **Action** _____

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Effects: (____ vs. _____)

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