



# CHARACTER SHEET

(Character Name) \_\_\_\_\_ (Class) \_\_\_\_\_  
 (Level) \_\_\_\_\_ (Race) \_\_\_\_\_ (Ethos) \_\_\_\_\_ (Nature) \_\_\_\_\_  
 (Gender) \_\_\_\_\_ (Height) \_\_\_\_\_ (Weight) \_\_\_\_\_ (Age) \_\_\_\_\_ (Hair Color) \_\_\_\_\_  
 (Eye Color) \_\_\_\_\_ (Player Name) \_\_\_\_\_  
 (Other Notes) \_\_\_\_\_

Attributes Score	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Attribute Name	<b>STR</b> <small>STRENGTH</small>	<b>DEX</b> <small>DEXTERITY</small>	<b>TOU</b> <small>TOUGHNESS</small>	<b>INS</b> <small>INSIGHT</small>	<b>INT</b> <small>INTELLECT</small>	<b>PER</b> <small>PERSONA</small>

ATTRIBUTE Bonus	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CLASS Bonus	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Secondary Attributes	<b>BRA</b>	<b>AGI</b>	<b>END</b>	<b>WIL</b>	<b>REA</b>	<b>PSY</b>
SIMPLE Check	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Secondary Attributes	<b>BRA</b>	<b>AGI</b>	<b>END</b>	<b>WIL</b>	<b>REA</b>	<b>PSY</b>
LEVEL Bonus	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Standard Check	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	Total	Armor	Shield	Dex	Natural	Misc
<b>Armor Class</b>	<input type="text"/> 10 +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Touch AC</b>	<input type="text"/> Flat Footed	<input type="text"/>	<b>Move</b>	<input type="text"/>	<b>Initiative</b>	<input type="text"/>
<b>Hit Points</b>	<input type="text"/>					
<b>Recovery Points</b>	<input type="text"/>					

Armor & Shield				
Armor	TYPE	AC	Move	AP
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Shield	TYPE	AC	Move	AP
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Skills & Proficiencies				Base Attack
Martial Proficiencies	<input type="text"/> #/Lv	<input type="text"/> 1/	<input type="text"/>	
None-Weapon Proficiencies	<input type="text"/> -			
Skills	<input type="text"/> #/Lv	<input type="text"/> 1/		

## SKILLS

Skill	Check
<input type="checkbox"/> Acrobatics	AGI
<input type="checkbox"/> Appraise	REA
<input type="checkbox"/> Athletics	BRA
<input type="checkbox"/> Concentration	WIL
<input type="checkbox"/> Craft	REA
<input type="checkbox"/> Decipher Script	REA
<input type="checkbox"/> Deceive	PSY
<input type="checkbox"/> Disable Device	REA
<input type="checkbox"/> Disguise	PSY
<input type="checkbox"/> Escape Artist	AGI
<input type="checkbox"/> Forgery	REA
<input type="checkbox"/> Gather Information	PSY
<input type="checkbox"/> Grapple	BRA
<input type="checkbox"/> Handle Animal	PSY
<input type="checkbox"/> Heal	WIL
<input type="checkbox"/> Herbalism	AGI
<input type="checkbox"/> Intimidate	PSY
<input type="checkbox"/> Knowledge (Engine.)	REA
<input type="checkbox"/> Knowledge (Geogra.)	REA
<input type="checkbox"/> Knowledge (History)	REA
<input type="checkbox"/> Knowledge (Local)	REA
<input type="checkbox"/> Knowledge (Magic)	REA
<input type="checkbox"/> Knowledge (Miracle)	REA
<input type="checkbox"/> Knowledge (Nature)	REA
<input type="checkbox"/> Knowledge (Nobility)	REA
<input type="checkbox"/> Knowledge (Planes)	REA
<input type="checkbox"/> Knowledge (Religion)	REA
<input type="checkbox"/> Knowledge (Ruins)	REA
<input type="checkbox"/> Knowledge (Undead)	REA
<input type="checkbox"/> Linguistics	REA
<input type="checkbox"/> Persuade	PSY
<input type="checkbox"/> Perception	WIL
<input type="checkbox"/> Perform	PSY
<input type="checkbox"/> Ride	BRA
<input type="checkbox"/> Sense Motive	REA
<input type="checkbox"/> Sleight of Hand	AGI
<input type="checkbox"/> Sneak	AGI
<input type="checkbox"/> Survival	WIL
<input type="checkbox"/> Swim	END
<input type="checkbox"/> Thaumaturgy	REA
<input type="checkbox"/> Use Rope	AGI
<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____
<input type="checkbox"/> _____	_____

Weapon	Weapon Speed	Attack	Extra Attack	Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range/Reach	Type	Weight	Notes	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Weapon	Weapon Speed	Attack	Extra Attack	Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range/Reach	Type	Weight	Notes	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Weapon	Weapon Speed	Attack	Extra Attack	Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range/Reach	Type	Weight	Notes	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Weapon	Weapon Speed	Attack	Extra Attack	Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Range/Reach	Type	Weight	Notes	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

Notes

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### Racial Information

Racial Hit Points \_\_\_\_\_, Racial Hit Die \_\_\_\_\_  
 Languages: \_\_\_\_\_  
 Vision: \_\_\_\_\_  
 Resistances, Bonuses, and Abilities

### TREASURE

Money				
PP	EP	GP	*SP*	BP CP
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Gems					
10SP	50SP	100SP	500SP	1000S	10000S
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### XP

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**Character Background**

**Class Abilities**

Spell Pool	Magic Reserve Pool	Creation Points
Modifiers:		

Item	Enc.	Item	Enc.	Item	Enc.
Total Encumbrance		__	Total Encumbrance		__
Total Encumbrance		__	Total Encumbrance		__

Magic Items	Magic Score	MS = 10 + End+1/2lvl		
Item	MR	Item	MR	Item

<p><b>Enc.</b></p>	<p><b>Mount Type:</b></p> <p>Name: _____</p> <p>Type: _____</p> <p>Armor: _____</p> <p>Armor _____</p> <p>Class: _____</p> <p>Hit Points: _____</p> <p>Move: _____</p>
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**Notes**