



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	STR <small>STRENGTH</small>	DEX <small>DEXTERITY</small>	TOU <small>TOUGHNESS</small>	INS <small>INSIGHT</small>	INT <small>INTELLECT</small>	PER <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	BRA	AGI	END	WIL	REA	PSY
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SIMPLE Check	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Secondary Attributes	BRA	AGI	END	WIL	REA	PSY
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LEVEL Bonus	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Standard Check	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Total	Armor	Shield	Dex	Natural	Misc
Armor Class	<input type="text"/>	10 +	<input type="text"/>	<input type="text"/>	<input type="text"/>
Touch AC	<input type="text"/>	Flat Footed	<input type="text"/>	Move	<input type="text"/>
Hit Points	<input type="text"/>	<input type="text"/>			
Recovery Points	<input type="text"/>	<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	1/	<input type="text"/>
None-Weapon Proficiencies	Penalty		-	<input type="text"/>
Skills	<input type="text"/>	#/Lv	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"/>	

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<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"/>	

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<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"/>	

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<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

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

Character Background

Class Abilities

Magic		
Spell Pool	Reserve Pool	Creation Points
Modifiers:		

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

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

Enc.	Mount Type: Name: Type: Armor: Armor Class: Hit Points: Move:
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Notes