

Character Name _____ Level _____ Profession _____ Social Rank _____ Combat Role _____ Adventuring Role _____ Languages _____
 Race _____ Size _____ Age _____ Gender _____ Height _____ Weight _____ W/Equip _____ Origin _____ Creature Type _____ Vision and Unusual Senses _____

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ABILITY SCORES

ASPECTS

PHYSICAL []	MENTAL []	SOCIAL []
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ATTRIBUTES

POWER []	STRENGTH Athletics []	GENIUS Science, Tactics []
AGILITY []	DEXTERITY Nimble, Precision []	CHARISMA Entertain, Leadership []
ENDURANCE []	STAMINA Fortitude []	SAVVY Customs, Shrewd, Tricky []
AWARENESS Handy, Nature, Perception []	FOCUS Crafting, Magic []	DISCIPLINE Diplomacy, Faith []

Your attributes and aspects should total 21. Add the attribute and aspect to get each of the nine abilities. Social rank 0 = 100 starting gp

DEFENSES

Athletics Skill Bonus= []	+Str+3= []	Max of <these 2 boxes [] +5= []
Armor [] Shield []		Size Adj []
Str Def		
Max Dexterity Skill Bonus= []	+Dex+3= []	Max of <these 2 boxes [] +5= []
Armor [] Shield []		Size Adj []
Dex Def		
Max Genius Skill Bonus= []	+Gen+3= []	Max of <these 2 boxes [] + 5 = []
Armor [] Misc []		
Gen Def		
Max Awareness Skill Bonus= []	+Awa+3= []	Max of <these 2 boxes [] + 5 = []
Armor [] Shield []		
Awa Def		
Max Charisma Skill Bonus= []	+Cha+3= []	Max of <these 2 boxes [] + 5 = []
Armor [] Shield []		
Cha Def		
Max Savvy Skill Bonus= []	+Sav+3= []	Max of <these 2 boxes [] + 5 = []
Armor [] Shield []		
Sav Def		

SKILLS

Skills	Bonus	Ranks	Stat	Race	ACP?	Notes
Athletics	[]	[]	Str		Yes	
Crafting	[]	[]	Foc		No	
Customs	[]	[]	Sav		No	
Diplomacy	[]	[]	Dis		No	
Entertain	[]	[]	Cha		No	
Faith	[]	[]	Dis		No	
Fortitude	[]	[]	Sta		Yes	
Handy	[]	[]	Awa		No	
Leadership	[]	[]	Cha		No	
Magic	[]	[]	Foc		No	
Nature	[]	[]	Awa		No	
Nimble	[]	[]	Dex		Yes	
Perception	[]	[]	Awa		No	
Precision	[]	[]	Dex		Yes	
Science	[]	[]	Gen		No	
Shrewd	[]	[]	Sav		No	
Tactics	[]	[]	Gen		No	
Trickery	[]	[]	Sav		No	

Advancement

Total XP [] Next Level []

MONEY

EP [] PP [] GP [] SP [] CP []

You start with 28 Character Points (CP). You get 3 more CP each additional level. value = 100 value = 10 value = 1 value = 1/10 value = 1/100

Universal Powers

Basic Melee Major Melee 1 vs Dex; Hit: [] damage.
Basic Ranged Major Ranged [] vs Dex; Hit: [] damage.
Basic Grapple Major Melee 1 vs Str; Hit: [] damage. Target is immobilized until the end of your next turn.
Basic Shove Major Melee 1 vs Str; Hit: [] damage and the target is pushed [] squares.
Mental Assault Major Ranged [] vs Awa; Hit: [] damage to mental.
Social Pressure Major Ranged [] vs Sav; Hit: [] damage to social.

HIT POINTS

SCRATCHES POOL

Bonus Health [] Scratches Taken [] Scratches Pool []

= (Endurance x 2) + 8 + [] /

Damage Reduction: Physical [] Mental [] Social [] Other []

PHYSICAL HEALTH	MENTAL HEALTH	SOCIAL HEALTH
= (Physical x 2) + 8 + []	= (Mental x 2) + 8 + []	= (Social x 2) + 8 + []
Bonus Health	Bonus Health	Bonus Health
Wounds Taken [] Physical Health []	Wounds Taken [] Mental Health []	Wounds Taken [] Social Health []

WEAPONS & ARMOR

ARMOR	SHIELD
Damage Reduction [] STR [] DEX [] ACP [] SPEED []	Damage Reduction [] STR [] DEX [] ACP [] SPEED []

MOVEMENT

GROUND	BASE Bonus
Ground Speed []	[]
Other Movement Types []	

Weapon/Implement	To Hit	HitStat	Hit+	Dmg+	Range	Notes	ACP?	Initiative	Misc
A	[]	[]	[]	[]	[]	[]	[]	[]	[]
B	[]	[]	[]	[]	[]	[]	[]	[]	[]
C	[]	[]	[]	[]	[]	[]	[]	[]	[]
D	[]	[]	[]	[]	[]	[]	[]	[]	[]
E	[]	[]	[]	[]	[]	[]	[]	[]	[]

EQUIPMENT

ITEM	# of	Lbs ea	WEIGHT
	[]	[]	[]
	[]	[]	[]
	[]	[]	[]
	[]	[]	[]
	[]	[]	[]
	[]	[]	[]
	[]	[]	[]
	[]	[]	[]
	[]	[]	[]
	[]	[]	[]
	[]	[]	[]
	[]	[]	[]
	[]	[]	[]

TALENTS

WEIGHT

Equipment + Money [] Hindered [] Slowed [] Immobilized [] Max Carry []

Each coin weighs 1/50 lb. If you are carrying more than this, you suffer the status effect above.

POWERS

Powers cost 3 character points. Be sure you have two talents from that power source or its power slots before taking powers from it.

Power Name []	Action Cost []	Result []
Power Source - Keywords []		
Area of Effect and Target []	Attack []	vs []
Power Name []	Action Cost []	Result []
Power Source - Keywords []		
Area of Effect and Target []	Attack []	vs []
Power Name []	Action Cost []	Result []
Power Source - Keywords []		
Area of Effect and Target []	Attack []	vs []
Power Name []	Action Cost []	Result []
Power Source - Keywords []		
Area of Effect and Target []	Attack []	vs []
Power Name []	Action Cost []	Result []
Power Source - Keywords []		
Area of Effect and Target []	Attack []	vs []
Power Name []	Action Cost []	Result []
Power Source - Keywords []		
Area of Effect and Target []	Attack []	vs []
Power Name []	Action Cost []	Result []
Power Source - Keywords []		
Area of Effect and Target []	Attack []	vs []