Personal Info

Character Name

Player Name

Species/Talent

Specialty

First Class/Level

Second Class/Level

Third Class/Level

Current XP

Next Level XP

Gender | Age

Height | Weight

Eyes | Hair

Other Details

Portrait

Attributes

Attribute Name	Score	Modifier	Impaired Score	Impaired Modifier
STR *strength*				
DEX *dexterity*				
CON *constitution*				
INT *intelligence*				
WIS *wisdom*				
CHA *charisma*				

Action Dice

Starting Dice

Current Dice

Boost A Die Roll (Explodes)
Spend 1 action die to boost attack, skill or knowledge dice are rolled, but before resolution; May not be used when taking 10 or 20.

Boost Your Defense (Explodes)
Declare at start of combat round; +2 Defense for no. rounds equal to result; Can only benefit from one Defense boost at a time (new result replaces the old, even if lower).

Activate A Threat
Spend 1+ action dice to activate a threat with an attack/skill check as a critical hit/success; Must spend before additional dice are rolled (eg. damage) and/or outcome described; In combat, if damage exceeds target's Con, spend 2 action dice to cause a critical injury.

Activate Opponent's Error
Spend 1+ action dice to activate opponent's error (in line of sight) with an attack/skill check as a critical miss/failure; Must spend before additional dice are rolled (eg. damage) and/or outcome described.

Heal Your Character
Standard Character, outside combat: Roll 1+ action dice to reduce damage by the total result.

Special Character, outside combat: Roll 1+ action dice to regain vitality equal to die result & 2 wounds.

During Combat: Must take Refresh action to heal as above.

Unconscious: Cannot spend action dice to heal.

Request Hints(s) From GM
GM gains 1 action die for each hint given; GM may refuse.

Skills

Origin/Class Skill	Skill Name	Suggested Attributes*	Skill Bonus	= Ranks	+ Attribute Modifier	+ Misc. Modifier**	Error/Threat Range
☐	Acrobatics	DEX					/
☐	Athletics†	STR					/
☐	Blend	CHA					/
☐	Bluff	CHA					/
☐	Crafting Δ	INT					/
☐	Disguise	CHA					/
☐	Haggle	WIS					/
☐	Impress	CHA					/
☐	Intimidate	WIS					/
☐	Investigate	WIS					/
☐	Medicine	INT					/
☐	Notice	WIS					/
☐	Prestigitation †	DEX					/
☐	Resolve	CON					/
☐	Ride † Δ	DEX					/
☐	Search	INT					/
☐	Sense Motive	WIS					/
☐	Sneak †	DEX					/
☐	Survival	WIS					/
☐	Tactics	INT					/

† *Armor Check Penalty applies.*

Δ *Focus Skills.*

** It is possible to substitute alternate Attributes in some situations.*

*** Some situations may grant a +1 skill synergy bonus per 5 ranks in the complementing skill.*

Armor Check Penalty | Max. Ranks | Ranks Spent

Focuses

Crafting/Ride	Forte
	☐
	☐
	☐
	☐
	☐
	☐

Interests

Knowledge = Total Studies + Intelligence Modifier

Lifestyle

Panache | Money Saved/Earned | % | Total Lifestyle

Prudence | Appearance Bonus | Income

Coin

Coin in Hand

Stake

Non-Combat Abilities

Name	Notes

Defenses

Total Defense = 10 + Class Bonus + Dex Mod. + Size Mod. + Misc. Mod. − Armor Mod. | Flat-Footed | Spell Defense

Initiative

Total Initiative = Class Bonus + Dex Mod. + Misc. Mod.

Size & Speed

Size (x) Reach

Ground Speed ft. Run Travel

Speed ft. Run Travel

Weapons

	Attack	Damage & Type	Threat	Sz / Hand	Weight
WEAPON 1					
WEAPON 2					
WEAPON 3					
WEAPON 4					

Range | Shots | Qualities, Upgrades & Notes

Proficiencies

Proficient	Forte		Proficient	Forte	
☐	☐	Unarmed	☐	☐	Bows
☐	☐	Blunt	☐	☐	Black Powder
☐	☐	Edged	☐	☐	Siege
☐	☐	Hurled			

Base Attacks

Attack Type	Total	Base Attack	Attribute Mod.	Misc. Mod.
Unarmed	=	+	+	
Melee	=	+	+	
Ranged	=	+	+	

Saving Throws

Save Type	Total	Base Save	Attribute Mod.	Misc. Mod.
Fortitude	=	+	+	
Reflex	=	+	+	
Will	=	+	+	

Armor

Type DR

DP | ACP | Speed | Weight | Disguise | Resistances, Upgrades, Fittings & Notes

Injuries

Immunities, Resistances & DR

Vitality

Total

Current

Regain 1 vitality per Career Level per hour of rest or light activity.

Wounds

Total

Current

Regain 1 wound per Career Level per day of rest or light activity.

Subdual Stress

Subdual & stress wears off at 1 point per 10 minutes.

☐ ☐ ☐ ☐ **Fatigued**

May not run.

Speed drops by 5 ft., and STR & DEX drop by 2 per grade suffered.

Lose 1 grade at the end of the scene and per hour of rest.

☐ ☐ ☐ ☐ **Shaken**

May not take 10 or 20.

-2 penalty to attack checks, and CHA & WIS skill checks.

Lose 1 grade at the end of the scene.

If *Fatigued/Shaken IV* and suffer another grade, fall unconcious.

Other Conditions

Critical Injuries

Once inflicted, a critical injury lingers for 1d4 months (except *bleeding*).

Combat Actions

Action	Bonus/Move	Effect

Combat Abilities

Name	Notes

Carrying Capacity

Light Load _____ lbs. Heavy Load (-2 Def & Physical Skills, ½ Spd.) _____ lbs.

Overloaded (-5 Def & Physical Skills, can't move.) _____ lbs.

Lift (2 x Heavy Load, No Movement) _____ lbs. Push / Drag (2 x Heavy Load, ¼ Spd.) _____ lbs.

Reputation & Renown

Legend _____ Heroic Renown _____ Title _____

Reputation _____ Military Renown _____ Title _____

Renown _____ Noble Renown _____ Title _____

Gear

Name	Effect	SZ / Hand	Construction	Weight	Name	Effect	SZ / Hand	Construction	Weight

Mount

Name _____ Size _____ (x) Reach _____ Ground Speed _____ ft. Run _____ Travel _____ Speed _____ ft. Run _____ Travel _____

Attributes _____ Initiative _____ Attack _____ Defense _____ Resilience _____ Health _____ Competence _____

Qualities _____

Attacks _____

Vehicle

Name _____ Speed _____ ft. Travel _____ Size _____ (x) Defense _____ Occupants / Load _____ Construction _____

Qualities _____

Contacts

Contact 1 _____ Trust _____ Size _____ Reach _____ Speed _____ ft.

Attributes _____ Rep. Cost _____

Init. _____ Atk. _____ Def. _____ Res. _____ Health _____ Comp. _____

Skills _____

Qualities _____

Attacks _____

Gear _____

Contact 2 _____ Trust _____ Size _____ Reach _____ Speed _____ ft.

Attributes _____ Rep. Cost _____

Init. _____ Atk. _____ Def. _____ Res. _____ Health _____ Comp. _____

Skills _____

Qualities _____

Attacks _____

Gear _____

Holdings

Holding 1 _____ Scale _____ Guests _____ / Max. _____

Upgrades _____

_____ Rep. Cost _____

Holding 2 _____ Scale _____ Guests _____ / Max. _____

Upgrades _____

_____ Rep. Cost _____

Magic Items

Name	Item Level	Essences	Charms	Reputation Cost

Spellcasting

Casting Level

Regain all Spell points at start of each scene, unless a Permanent spell is in effect.

Spell Points

Total

Current

Spellcasting Bonus ______ = ______ + ______ + ______ ______ / ______

Total = Ranks + Intelligence Mod. + Misc. Mod. — Error/Threat Range

Spells Known ______ = ______ + ______ + ______

Total = Spellcasting Ranks + Wisdom Score + Misc. Mod.

Save DC ______ = 10 + ______ + ______

Total = 10 + Charisma Mod. + Feats

Spellcasting Checks

Critical Success: Regain spell points spent to cast spell, or critical hit on target if attack spell (not both).

Critical Failure: Confidence shaken – suffer -5 penalty with Spellcasting checks until success or end of scene.

Attack Spells: Spellcasting check must exceed target's defense.

Spell List

Name / School	Level	Casting Time	Distance	Area	Duration	Saving Throw	Prep Cost	Effect

Spellcasting Abilities

Name	Notes	Name	Notes