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

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Defenses

_____ = 10 + _____ + _____ + _____ + _____ + _____ − _____ | _____ | _____

Total Defense | 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

Weapon	Attack	Damage & Type	Threat	Sz / Hand	Weight
1					
2					
3					
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
Attack Actions		
Standard Attack (half)	_____	1 attack against 1 target
Bull Rush* (full)	_____	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square +1 additional square per 4 over opponent result; target becomes *sprawled*
Coup de Grace (full)	_____	(Helpless adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm* (half)	_____	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters (30 ft.)
Feint (half)	_____	Prestidigitation vs. Notice to render adjacent opponent flat-footed
Grapple* (full)	_____	Athletics vs. Athletics to render target held; both characters become vulnerable and may make additional Athletics (Str) checks to gain Grapple benefits
Pummel (full)	_____	Unarmed attack: hit = triple subdual damage
Taunt (half)	_____	Sense Motive vs. Sense Motive to force opponent in Close Quarters (30 ft.) to attack you with next action
Threaten (half)	_____	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters (30 ft.)
Tire (half)	_____	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip* (half)	_____	Acrobatics vs. Acrobatics to render target sprawled
Initiative Actions		
Aim (half)		(Unmoving target only) +1 with Standard Attack
Anticipate (half)	_____	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round
Delay (free)		−1 Initiative for this round; max (10 + Init bonus) times
Distract (half)	_____	Bluff (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready (full)		1 half action taken later during this round
Refresh (1 round)		If not attacked, regain 1 action die's result in vitality or 2 wounds
Movement Actions		
Standard Move (half)	____ ft.	Move up to Speed in any direction
Handle Item (half)	0 ft.	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount (full)	0 ft.	Prepare to ride 1 trained animal or vehicle
Reposition (half)	0 ft.	Stand or drop prone, become *flat-footed*
Run (full)	____ ft.	Move 4 × Speed in straight line (3 × Speed in full armor); become *flat-footed*
Total Defense (full)	____ ft.	1 Standard Move; +4 dodge bonus to Defense for 1 full round

**The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).*

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 ______ Total = 10 + ______ Charisma Mod. + ______ Feats

Spellcasting Checks

Spell Level	DC
0	13
1	16
2	19
3	22
4	25
5	28
6	31
7	34
8	37
9	40

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