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

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

Weapon	Attack	Damage & Type	Threat	Sz / Hand	Weight
Range	Shots	Qualities, Upgrades & Notes			

Weapon	Attack	Damage & Type	Threat	Sz / Hand	Weight
Range	Shots	Qualities, Upgrades & Notes			

Weapon	Attack	Damage & Type	Threat	Sz / Hand	Weight
Range	Shots	Qualities, Upgrades & Notes			

Weapon	Attack	Damage & Type	Threat	Sz / Hand	Weight
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