



PLAYER NAME

CHARACTER NAME

CLASS

SUBCLASS

ANCESTRY

BACKGROUND

MOTIVATION OR TRAUMA

DARK SECRET & MEMENTO

LEVEL

COMBAT MASTERY

LEVEL / 2

NOVICE ADEPT EXPERT MASTER GRANDM.

2 4 6 8 10 SKILLS SAVES CM

PRIME = Highest Attribute

AWARENESS

WOUNDED -1 TO **MIG** CHECKS & SAVES

MIGHT SAVE

ATHLETICS

INTIMIDATION

BATTERED -1 TO **AGI** CHECKS & SAVES

AGILITY SAVE

ACROBATICS

TRICKERY

STEALTH

HOPELESS -1 TO **CHA** CHECKS & SAVES

CHARISMA SAVE

ANIMAL

INFLUENCE

INSIGHT

ANGRY -1 TO **INT** CHECKS & SAVES

INTELLIGENCE SAVE

INVESTIGATION

MEDICINE

SURVIVAL

KNOWLEDGE

ARCANA

HISTORY

NATURE

OCCULTISM

RELIGION

1 Skill Point = 2 Knowledge Masteries

STAMINA POINTS

MANA POINTS

HIT POINTS

PHYSICAL DEFENSE MYSTICAL DEFENSE

MAX

MAX

MAX

TEMP

HEAVY BRUTAL

PDR MDR

REDUCTION

COMBAT

ACTION POINTS

ATTACK / SPELL CHECK = CM + Prime

SAVE DC = 10 + CM + Prime

MARTIAL CHECK = ATH or ACRO

ATTACKS

Name	Dmg.	Type
	()	
	()	
	()	

DEATH

MORALE & EXHAUSTION

DEATH THRESHOLD = 0 HP - Prime

MOVE SPEED

JUMP DISTANCE

RESOURCES

Total	Cap
()	REST POINTS = Level + MIG
()	GRIT POINTS = CHA + 2
()	
()	

INVENTORY

FEATURES

TRADES

LANGUAGES

LANGUAGE CHECK = d20 + (Intelligence or Charisma)

LIMITED

FLUENT

CURRENCY

