



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**