



NAME:

PRIMARY STATS		TOTAL = BASE + RACIAL		SECONDARY STATS		RACE		DAMAGE TRACKING	
Charisma (Chr)	_____	=	_____	+	_____	Aura = _____	(Chr + Wis)	VITALITY (Base _____ + Stamina _____ + Spec. _____)	
Constitution (Con)	_____	=	_____	+	_____	Initiative = _____	(Spd + Wis)	<div>HrsHeals after<div>FATIGUE4 hrs rest</div>TOTAL</div>	
Dexterity (Dex)	_____	=	_____	+	_____	Insight = _____	(Int + Wis)	MINOR (-1 per Wnd; Stamina _____; min. 1:) (heals 1 per day of rest) <div>Threshold: 10 + Con</div>	
Intelligence (Int)	_____	=	_____	+	_____	Might = _____	(Str + Res)	MAJOR (-2 per Wnd; Con _____; min 1) (heals 1 per week of rest) <div>Threshold: 10 + Con</div>	
Resolve (Res)	_____	=	_____	+	_____	Reflexes = _____	(Dex + Spd)	DIRE (-3 per Wnd; 1/2 Con _____ -1; min. 1) (heals 1 per 2 weeks of rest) <div>Threshold: 10 + Stat</div>	
Speed (Spd)	_____	=	_____	+	_____	Stamina = _____	(Con + Res)	BASE MOVE	
Strength (Str)	_____	=	_____	+	_____	Will = _____	(Res + Int)	FATE PTS	
Wisdom (Wis)	_____	=	_____	+	_____	Lift Weight = _____	(Might x 50)	SECONDARY DAMAGE	
DEFENSIVE STATS		Type of Armor		DT	AR	Pen	Imp	TYPE I _____ (Threshold = Con + 2)	
		Base (10 + Reflexes)		_____	_____	_____	_____	TYPE II _____ (Threshold = Stamina + 4)	
<div>DT</div> <div>AR</div>		Armor		_____	_____	_____	_____	STG>SHK>Dz - HEALS 1 PER ROUND	
		Helm		_____	_____	_____	_____	<div>STAGGERED</div> <div>SHAKEN</div> <div>DAZED</div>	
SKILLS		Bracers		_____	_____	_____	_____	<div>BLEEDING</div> <div>PENALTIES</div>	
		Greaves		_____	_____	_____	_____	Height: _____ Hair: _____	
Ranks		Shield		_____	_____	_____	_____	Weight: _____ Age: _____	
		NPB (+1 per _____ ranks best Melee)		_____	_____	_____	_____	Eye Color _____ Sex: _____	
Favored		Misc		_____	_____	_____	_____	Other Notes: _____	
		Misc		_____	_____	_____	_____	CP TOTAL	
Languages		S		W	S	W	XP TOTAL		
		_____		_____	_____	_____	TREASURE		
Weapons		Weapon: _____		Init: _____	Range		Platinum Pieces: _____		
		Attk Bns: _____ BD: _____ SD: _____ RI: _____		Notes: _____	PB: +4		Gold Pieces: _____		
Weapon		Weapon: _____		Init: _____	Short: +2		Silver Pieces: _____		
		Attk Bns: _____ BD: _____ SD: _____ RI: _____		Notes: _____	Med: +0		Bronze Pieces: _____		
Weapon		Weapon: _____		Init: _____	Long: -4		Copper Pieces: _____		
		Attk Bns: _____ BD: _____ SD: _____ RI: _____		Notes: _____	Max: -10		Gems/Jewelry: _____		
Notes & Equipment		Weapon: _____		Init: _____	Max: -10		Other Treasure: _____		
		Attk Bns: _____ BD: _____ SD: _____ RI: _____		Notes: _____	Max: -10		Other Treasure: _____		
Skill Costs (ranks 1-10/11-20/21+)		Weapon: _____		Init: _____	Max: -10		Other Treasure: _____		
		Attk Bns: _____ BD: _____ SD: _____ RI: _____		Notes: _____	Max: -10		Other Treasure: _____		
Favored: 1/5/8		Weapon: _____		Init: _____	Max: -10		Other Treasure: _____		
		Attk Bns: _____ BD: _____ SD: _____ RI: _____		Notes: _____	Max: -10		Other Treasure: _____		
Standard: 3/9/11		Weapon: _____		Init: _____	Max: -10		Other Treasure: _____		
		Attk Bns: _____ BD: _____ SD: _____ RI: _____		Notes: _____	Max: -10		Other Treasure: _____		

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