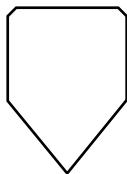


NAME: 

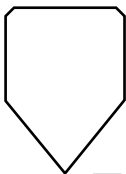
	Raw + Race + Misc = Value	Bonus	Save Modifier
Charisma (Chr)	___ + ___ + ___ = ___	___	+ 5 + ___ = ___
Constitution (Con)	___ + ___ + ___ = ___	___	+ 5 + ___ = ___
Dexterity (Dex)	___ + ___ + ___ = ___	___	+ 5 + ___ = ___
Intelligence (Int)	___ + ___ + ___ = ___	___	+ 5 + ___ = ___
Speed (Spd)	___ + ___ + ___ = ___	___	+ 5 + ___ = ___
Strength (Str)	___ + ___ + ___ = ___	___	+ 5 + ___ = ___
Willpower (Will)	___ + ___ + ___ = ___	___	+ 5 + ___ = ___
Wisdom (Wis)	___ + ___ + ___ = ___	___	+ 5 + ___ = ___

ARMOR & SHIELD

DEF



AR



INIT (SPD BNS + Wis BNS + ___)



Type of Armor	DEF	AR	Pen.	Imp
Base (15 + Speed Bonus)	___	___	___	___
Armor	___	___	___	___
Helm	___	___	___	___
Bracers	___	___	___	___
Greaves	___	___	___	___
Shield	___	___	___	___
Special	___	___	___	___
Misc.	___	___	___	___
Misc	___	___	___	___
Total	___	___	___	___

SECONDARY STATS

TOTAL

HIT
POINTS

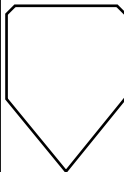
CURRENT

TOTAL

SPELL
POINTS

CURRENT

Base Racial Max. Hit Points	___
Max. Hit Points (Racial Max. + Str + Con)	___
Starting Hit Points (20 + Str + Con + ___)	___
Spell Points (Base ___ + Spellcasting Ranks)	___
Fate Points	___
Movement Rate	___

LEVEL EXPERIENCE POINTS**CHARACTER CLASS**

RACE

BACKGROUND

Personality Traits: _____

Height: _____

Weight: _____

Eye Color: _____

Hair Color: _____

Age: _____

Sex: _____

Distinguishing Marks: _____

NAME: 

SKILLS	(Stat)	BG	+	Ranks	+	Stat	+	Spec.	+	Spec.	=	Total
<input type="checkbox"/> Acrobatics (Spd)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Athletics (Con)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Combat (_____) (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____) (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____) (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____) (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____) (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Crafting (_____) (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____) (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____) (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> First Aid (Wis)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Gimmickry (Dex)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Influence (Chr)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Lore (_____) (Int)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____) (Int)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____) (Int)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Magecraft (Base) (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____) (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____) (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Navigation (Int)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Perception (Wis)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Perf. Arts (_____) (Chr)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____) (Chr)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Riding (Dex)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Spellcasting (_____) (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____) (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Stealth (Spd)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Streetwise (Wis)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Survival (Wis)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Tracking (Wis)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> Trickery (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____)		___	+	___	+	___	+	___	+	___	=	___
<input type="checkbox"/> _____ (____)		___	+	___	+	___	+	___	+	___	=	___

LANGUAGES

S W

S W

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

NAME: 

WEAPONS

Weapon Name: _____
 _____ Attack Bonus _____ Range Increment
 _____ Base Damage Notes: _____

Weapon Name: _____
 _____ Attack Bonus _____ Range Increment
 _____ Base Damage Notes: _____

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 _____ Attack Bonus _____ Range Increment
 _____ Base Damage Notes: _____

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 _____ Attack Bonus _____ Range Increment
 _____ Base Damage Notes: _____

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 _____ Base Damage Notes: _____

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 _____ Attack Bonus _____ Range Increment
 _____ Base Damage Notes: _____

Weapon Name: _____
 _____ Attack Bonus _____ Range Increment
 _____ Base Damage Notes: _____

Weapon Name: _____
 _____ Attack Bonus _____ Range Increment
 _____ Base Damage Notes: _____

TREASURE

Platinum Pieces: _____

Gold Pieces: _____

Silver Pieces: _____

Bronze Pieces: _____

Copper Pieces: _____

Gems/Jewelry: _____

Other Treasure: _____

SPELLS

_____ CTN: _____
 Vs: _____ (TN _____) Range: _____ SP: _____
 Description: _____

Casting Options: _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)

_____ CTN: _____
 Vs: _____ (TN _____) Range: _____ SP: _____
 Description: _____

Casting Options: _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)

_____ CTN: _____
 Vs: _____ (TN _____) Range: _____ SP: _____
 Description: _____

Casting Options: _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)

_____ CTN: _____
 Vs: _____ (TN _____) Range: _____ SP: _____
 Description: _____

Casting Options: _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)

_____ CTN: _____
 Vs: _____ (TN _____) Range: _____ SP: _____
 Description: _____

Casting Options: _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)

_____ CTN: _____
 Vs: _____ (TN _____) Range: _____ SP: _____
 Description: _____

Casting Options: _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)
 _____ (+ _____ TN/+ _____ SP) _____ (+ _____ TN/+ _____ SP)



[illegible]