

Class

Level

Alignment

Gender

Age

Current XP

XP for next level

ABILITY SCORES
& MODIFIERS

Charisma Retainer Recruitment, Loyalty

Constitution Hit Points, Daily Travel Distance

Dexterity AC, Ranged AB, Initiative

Intelligence Saves vs Magic Effects, Languages

Strength Mêlée AB, Open Doors

Wisdom Saves vs Non-Magic Effects

SAVING THROWS

Paralyze	Poison	Breath Weapon	Magical Device	Magic
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mobility Hazards (Petrification, Hold, Etc.)	Instant Death/KO Situations	Area Effects	Spell-Like Effects from Items	Spells or Innate Abilities

Background / Crede

Languages Known

EQUIPMENT

	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	+1
	9	
	10	
	11	
	12	
	13	+1
	14	
	15	
	16	
	17	
	18	+1
	19	
	20	
	21	
	22	
	23	+1
	24	
	25	

ATTACK BONUS

Base
Mêlée Ranged

ARMOR CLASS

Mêlée Ranged
Without Shield Surprised

HIT POINTS

Max
Current

WEAPONS

Name	Damage	S	Range		Firearms		
			M(-)	L(-)	RoF	AP	Shots

SPECIAL SKILLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Architecture	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Search
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bushcraft	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sleight of Hand
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Climbing	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sneak Attack
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Languages	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Stealth
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Open Doors	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Tinkering

COMBAT OPTIONS

Aim (no other action, no DEX bonus to AC): Ranged AB +4 next rd.
 Charge (run full move): AC -2, inflict double damage on a hit
 Defensive (Fighters only): AB -4, AC +2
 Parry (no other action): AC +2 (+4 for Fighters)
 Press (Fighters only): AB +2, AC -4

ENCUMBRANCE PTS.

0-1 Unencumbered
 2 Lightly
 3 Heavily
 4 Severely
 5 Over Encumbered

MOVE per TURN/RD

120' / 40'
 90' / 30'
 60' / 20'
 30' / 10'
 0 / 0

