

Character	Player
Campaign	Level
Race	Profession
Sex/Age	Social Standing
Height/Weight	Nationality
Hair/Eyes	Home Town
Deity	Patron/Lord
Appearance	
Personality	
Motivations	

	Stats	Stat Bonus	Racial Bonus	Special Bonus	Total Bonus	Development Points
Strength						St
Constitution						Co
Agility						Ag
Quickness						Qu
Self Discipline						SD
Reasoning						Re
Intuition						In
Presence						Pr
Total Development Points						

Abilities and Talents	Cost	Abilities and Talents	Cost

Frequently Used Skills	Total Bonus	Frequently Used Skills	Total Bonus

Melee Weapon	Offensive Bonus	Fumble Range	Damage Size	Damage Type	Notes		
Special							
Melee Weapon	Offensive Bonus	Fumble Range	Damage Size	Damage Type	Notes		
Special							
Melee Weapon	Offensive Bonus	Fumble Range	Damage Size	Damage Type	Notes		
Special							
Melee Weapon	Offensive Bonus	Fumble Range	Damage Size	Damage Type	Notes		
Special							
Missile Weapon	Offensive Bonus	Fumble Range	Damage Size	Damage Type	Range Increment	Point Blank	PB Range
Special	Ammo □□□□□/□□□□□/□□□□□/□□□□□						
Missile Weapon	Offensive Bonus	Fumble Range	Damage Size	Damage Type	Range Increment	Point Blank	PB Range
Special	Ammo □□□□□/□□□□□/□□□□□/□□□□□						



Initiative	
Stat (Qu/In)	
Race	
Other	
Total Initiative	

Resistance Rolls	
Stamina	
Will	
Magic	

Character Points	
Endurance Points	
Power Points	
Fate Points	

Defensive Bonus	
Armor Type	
Base DB	
Qu x 2 - Armor Penalty	
Magic Bonus	
Chi Defense	
Shield Bonus	
Special Bonus	
Total Defense Bonus	

Movement Rate	
BMR - Walk (x1)	
Jog (x2)	
Run (x3)	
Sprint (x4)	
Dash (x5)	

Encumbrance	Maximum Weight	Ag & Qu Modifier
None (0 - 30 lbs + St Bonus)		-0
Light (31 - 60 lbs + St Bonus)		-10
Medium (61 - 90 lbs + St Bonus)		-20
Heavy (≥ 91 lbs + St Bonus)		-30

Coins and Treasure	
Platinum	Gold
Silver	Bronze
Gems and Jewelry	

Artistic Skills	Cost	Stats	# of Ranks	Rank Bonus	Stat Bonus	Special Bonus	Total Bonus
Acting		Pr/In					
Dancing		Ag/Pr					
Mimicry		Pr/SD					
Play:		Pr/Ag					
Play:		Pr/Ag					
Singing		Pr/In					
Storytelling		Pr/In					
		/					
		/					
		/					

Athletic Skills	Cost	Stats	# of Ranks	Rank Bonus	Stat Bonus	Special Bonus	Total Bonus
Acrobatics		Ag/SD					
Climbing		Ag/St					
Contortions		Ag/SD					
Flying/Glibing		Ag/SD					
		/					
		/					
		/					

Combat Skills	Cost	Stats	# of Ranks	Rank Bonus	Stat Bonus	Special Bonus	Total Bonus
Brawling		St/Ag					
C Styles:		/					
C Styles:		/					
MA Strikes		St/Ag					
MA Sweeps		St/Ag					
MA Styles:		SD/					
MA Styles:		SD/					
Weapon:		St/Ag					
Weapon:		St/Ag					
Weapon:		St/Ag					
Weapon:		St/Ag					
Weapon:		St/Ag					
		/					
		/					
		/					

Communication Skills	Cost	Stats	# of Ranks	Rank Bonus	Stat Bonus	Special Bonus	Total Bonus
Linguistics:		Re/In					
Linguistics:		Re/In					
Linguistics:		Re/In					
Linguistics:		Re/In					
Linguistics:		Re/In					
Linguistics:		Re/In					
Linguistics:		Re/In					
Linguistics:		Re/In					

Concentration Skills	Cost	Stats	# of Ranks	Rank Bonus	Stat Bonus	Special Bonus	Total Bonus
Chi Defense		SD/In					
Chi Focus		SD/St					
Chi Speed		SD/Qu					
Chi Strength		SD/St					
Frenzy		SD/Co					
Mental Focus		SD/SD					
		/					
		/					
		/					

General Skills	Cost	Stats	# of Ranks	Rank Bonus	Stat Bonus	Special Bonus	Total Bonus
Appraisal		Re/In					
Crafts:		Re/Ag					
Crafts:		Re/Ag					
Crafts:		Re/Ag					
Crafts:		Re/Ag					
Healing		Re/In					
Herbcraft		Re/In					
Lore:		Re/Re					
Lore:		Re/Re					
Lore:		Re/Re					
Lore:		Re/Re					
Lore:		Re/Re					
Lore:		Re/Re					

General Skills cont.	Cost	Stats	# of Ranks	Rank Bonus	Stat Bonus	Special Bonus	Total Bonus
Perception		In/SD					
Resistance: Stamina		Co/Co					
Resistance: Will		SD/SD					
Resistance: Magic		In/In					
Rope Mastery		Re/Ag					
Signaling		Re/In					
		/					
		/					
		/					
		/					
		/					

Influence Skills	Cost	Stats	# of Ranks	Rank Bonus	Stat Bonus	Special Bonus	Total Bonus
Deception		Pr/In					
Public Speaking		Pr/In					
Trading		Pr/In					
		/					
		/					
		/					

Mystical Art Skills	Cost	Stats	# of Ranks	Rank Bonus	Stat Bonus	Special Bonus	Total Bonus
Alchemy		In/Re					
Arcane Lore:		Re/Re					
Arcane Lore:		Re/Re					
Arcane Lore:		Re/Re					
Attunement		In/In					
Cantrips		Re/SD					
Charmcraft		In/SD					
Divination		In/Re					
Magical Ritual		SD/In					
Power Point Develop		In/SD					
Power Projection		In/SD					
Runes		Re/In					
		/					
		/					
		/					

Outdoor Skills	Cost	Stats	# of Ranks	Rank Bonus	Stat Bonus	Special Bonus	Total Bonus
Animal Handling		Pr/In					
Beastmastery		In/Pr					
Foraging/Survival		In/Re					
Horticulture		Re/In					
Navigation		Re/In					
Riding		Ag/SD					
Sailing		Ag/Re					
Tracking		SD/In					
		/					
		/					
		/					

Physical Skills	Cost	Stats	# of Ranks	Rank Bonus	Stat Bonus	Special Bonus	Total Bonus
Armor		St/Ag					
Endurance		Co/SD					
Jumping		St/Ag					
Swimming		St/Ag					
		/					
		/					
		/					

Subterfuge Skills	Cost	Stats	# of Ranks	Rank Bonus	Stat Bonus	Special Bonus	Total Bonus
Ambush		SD/Ag					
Dirty Fighting		Ag/In					
Disguise		Pr/SD					
Locks & Traps		In/Ag					
Pick Pockets		Ag/Qu					
Poisoning		In/SD					
Sniping		SD/Ag					
Stalking & Hiding		SD/Ag					
Streetwise		Pr/In					
Trickery		Pr/SD					
		/					
		/					
		/					

Spell							
Cost	Stats	# of Ranks	Rank Bonus	Stat Bonus	Special Bonus	Total Bonus	
	/50						

Power Point Cost	Range in Feet	Duration of Spell	Spell Type	Resistance Roll	Sphere of Magic

Spell Description

Scaling Options	Power Point Cost

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