

Character Name	Race	Gender
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Current Experience	Experience Needed to Level	Total Level
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Profession	Level

Character Portrait or Device

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Character Name	Race	Gender
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STATS

	Score	----- Bonuses -----				
		Base	+ Race	+ Spec.	= Total	DP's
ST <small>Strength</small>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
CO <small>Constitution</small>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
AG <small>Agility</small>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
QU <small>Quickness</small>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
SD <small>Self Discipline</small>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
RE <small>Reasoning</small>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
IN <small>Intuition</small>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
PR <small>Presence</small>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>	<input style="width: 40px; height: 25px;" type="text"/>
Total Development Points						<input style="width: 60px; height: 25px;" type="text"/>

Fate Points

Initiative

Stat (QU/IN) + Race + Other = Total

<input style="width: 80%; height: 25px;" type="text"/>	<input style="width: 20px; height: 25px;" type="text"/>	<input style="width: 20px; height: 25px;" type="text"/>	<input style="width: 20px; height: 25px;" type="text"/>	<input style="width: 20px; height: 25px;" type="text"/>
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Max Pace

- BMR** Walk (x1) _____
 Run (x2) _____
 Fast Run (x3) _____
 Sprint (x4) _____
 Dash (x5) _____

Resistance Rolls

Magic Stamina Will

<input style="width: 60%; height: 25px;" type="text"/>	<input style="width: 60%; height: 25px;" type="text"/>	<input style="width: 60%; height: 25px;" type="text"/>
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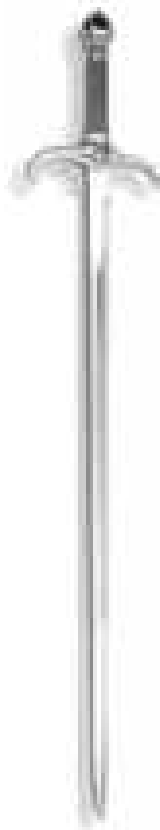
Miscellaneous Resistance Modifiers

Defensive Bonus

- | | |
|---|---|
| Armor | <input style="width: 100%; height: 25px;" type="text"/> |
| Armor DB | <input style="width: 100%; height: 25px;" type="text"/> |
| Shield | <input style="width: 100%; height: 25px;" type="text"/> |
| Qu Bonus
<small>(x2 - Armor Penalty)</small> | <input style="width: 100%; height: 25px;" type="text"/> |
| Magic | <input style="width: 100%; height: 25px;" type="text"/> |
| Other | <input style="width: 100%; height: 25px;" type="text"/> |
| Chi Defense | <input style="width: 100%; height: 25px;" type="text"/> |
| Total Defensive Bonus | <input style="width: 100%; height: 25px;" type="text"/> |

Endurance Points Total	Power Points Total
Running Total	Running Total

Melee Weapons



Weapon / Attack	OB	Fumble Range	Damage Size	Damage Type
Special Notes				
Weapon / Attack	OB	Fumble Range	Damage Size	Damage Type
Special Notes				
Weapon / Attack	OB	Fumble Range	Damage Size	Damage Type
Special Notes				
Weapon / Attack	OB	Fumble Range	Damage Size	Damage Type
Special Notes				

Ranged Weapons

Weapon / Attack	OB	Fumble Range	Damage Size	Damage Type
Special Notes			Ammunition <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"/>	
Weapon / Attack	OB	Fumble Range	Damage Size	Damage Type
Special Notes			Ammunition <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"/>	



Protective Equipment, Armor & Magic Items Worn



Item	Armor Bonus	Magic Bonus	Armor Penalty	Weight	Notes

Total Armor Bonus	Total Magic Bonus	Total Armor Penalty	Armor Defensive Bonus
<input style="width: 60px; height: 30px;" type="text"/>	<input style="width: 60px; height: 30px;" type="text"/>	<input style="width: 60px; height: 30px;" type="text"/>	<input style="width: 60px; height: 30px;" type="text"/>



Treasure and Coins



On Hand	Cached/Banked	Trade Notes / Jewelry / Gems
Copper	<input style="width: 100%; height: 40px;" type="text"/>	<input style="width: 100%; height: 150px;" type="text"/>
Silver	<input style="width: 100%; height: 40px;" type="text"/>	
Gold	<input style="width: 100%; height: 40px;" type="text"/>	
Platinum	<input style="width: 100%; height: 40px;" type="text"/>	

Encumbrance

Allowance
Weight Carried
Penalty

Equipment Worn

The diagram consists of several empty rectangular boxes for recording equipment. At the top is a large box labeled 'Head'. Below it are four boxes: 'R. Arm', 'Torso Front', 'Torso Back', and 'L. Arm'. The next row has three boxes: 'R. Hand', a wide 'Waist' box, and 'L. Hand'. Below that are two boxes: 'Pouch/Scabbard' on the left and 'Pouch/Scabbard' on the right. The next row has two boxes: 'R. Leg' and 'L. Leg'. The final row has two boxes: 'R. Foot' and 'L. Foot'.

Equipment Carried

Backpack

Other Gear Carried

Item Notes



Water/Wine Skin

Capacity: _____

Contents: _____

Equipment Stored

Items

Location/Notes

Items	Location/Notes

Hair Color		Hair Style	
Eye Color	Height	Weight	Build
Distinguishing Features			
Demeanor			
Outlook			
Likes			
Dislikes			
Religion/Spiritual Beliefs			
Partner			
Children			
Friends/Enemies			

Pets / Mounts / Companions



Name								Type/Race						
Stat	ST	CO	AG	QU	SD	RE	IN	PR	Hits	PP	Init			
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>			
Total Bonus	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Talents / Abilities					
BMR	<input type="text"/>	DB	<input type="text"/>	RR	<input type="text"/>	Magic	<input type="text"/>	Stamina				<input type="text"/>	Will	<input type="text"/>
Attack		OB	<input type="text"/>	Damage Size	<input type="text"/>	Damage Type	<input type="text"/>	Attack Notes						
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>							
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>							
Notable Skills														
Notable Notes														

Name								Type/Race						
Stat	ST	CO	AG	QU	SD	RE	IN	PR	Hits	PP	Init			
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>			
Total Bonus	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Talents / Abilities					
BMR	<input type="text"/>	DB	<input type="text"/>	RR	<input type="text"/>	Magic	<input type="text"/>	Stamina				<input type="text"/>	Will	<input type="text"/>
Attack		OB	<input type="text"/>	Damage Size	<input type="text"/>	Damage Type	<input type="text"/>	Attack Notes						
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>							
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>							
Notable Skills														
Notable Notes														



Pets / Mounts / Companions

Name								Type / Race			
Stat	ST	CO	AG	QU	SD	RE	IN	PR	Hits	PP	Init
Total Bonus									Talents / Abilities		
BMR	DB	RR	<small>Magic</small>	<small>Stamina</small>	Will						
Attack	OB	Damage Size	Damage Type	Attack Notes							
Notable Skills											
Notable Notes											

Name								Type / Race			
Stat	ST	CO	AG	QU	SD	RE	IN	PR	Hits	PP	Init
Total Bonus									Talents / Abilities		
BMR	DB	RR	<small>Magic</small>	<small>Stamina</small>	Will						
Attack	OB	Damage Size	Damage Type	Attack Notes							
Notable Skills											
Notable Notes											

