




CLASS
BENEFITS

BASE ATTACK BONUS	
MELEE ATTACK BONUS (= +STR Mod.)	
RANGED ATTACK BONUS (= +DEX Mod.)	
INITIATIVE BONUS (= DEX Mod.)	

SKETCH OR SIGIL

[illegible]

WORLDS
WITHOUT NUMBER

[illegible]

HIT POINTS AND SYSTEM STRAIN

Hit Points
Current
System Strain

SAVES

PHYSICAL
16-lvl -STR/CON Mod.

EVASION
16-lvl -DEX/INT Mod.

MENTAL
16-lvl -WIS/CHA Mod.

LUCK
16-lvl

Worn	Armor	AC	Special
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			

ARMOR CLASS

DEX Mod. _____

WEAPONS

Name	Bonns to Hit	Damage	Range	Specialand Shock

AMMUNITION

○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○
○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○

SKILLS		SKILL POINTS	
Administer		Lead	
Connect		Magic	
Convince		Notice	
Craft		Perform	
Exert		Pray	
Heal		Punch	
Know		Ride	
		Sail	
		Shoot	
		Sneak	
		Stab	
		Survive	
		Trade	
		Work	

+3 Skill Points/lvl (Experts: +1 extra non-combat)
Cost: New Value +1 Max +2 at lvl 3,
+3 at lvl 6, +4 at lvl9

GOALS

[illegible]

MOUNT

Name _____ Type _____

AC _____ HP _____ Morale _____ SPD _____

Attack _____ Carrying Capacity _____

Gear _____

[illegible][illegible]

WEALTH	
GP	Other Wealth
SP	
CP	

[illegible]

ALLIES & ENEMIES		
Name	Location	Status

MAGICAL ARTS	
Current Effort	Max. Effort

[illegible]

LANGUAGES