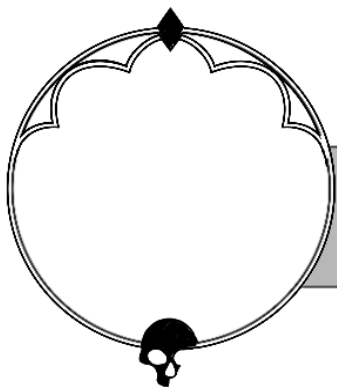




CHARACTER NAME

CHARACTER LEVEL



PHYSICAL AC

MENTAL AC

ACTION POINTS

+4 AP/turn

TEMPORARY AP

FIRST RANK ATTRIBUTES

	Mind
	Body

SECOND RANK ATTRIBUTES

	Knowledge (Mind)
	Will (Mind)
	Finesse (Body)
	Physique (Body)

CRITICAL HIT POINTS

CURRENT	TOTAL	CURRENT	TOTAL

INITIAL HIT POINTS

ATTACK ROLLS / SAVING THROWS

WIL	KNO	FIN	PHY

ACTION DC

MENTAL	PHYSICAL

APT.

THIRD RANK ATTRIBUTES

☐		Deduction (KNO)
☐		Intuition (KNO)
☐		Technique (KNO)
☐		Resolve (WIL)
☐		Empathy (WIL)
☐		Charisma (WIL)
☐		Dexterity (FIN)
☐		Perception (FIN)
☐		Reflex (FIN)
☐		Strength (PHY)
☐		Endurance (PHY)
☐		Tenacity (PHY)

CONCENTRATION

INITIATIVE

WAYFINDING

INSPIRATION

SPEED

METER(S)

SWIMMING

CLIMBING

FLYING

PASSIVES

PERCEPTION

STEALTH

INSIGHT

RESISTANCE LEVELS

VULNERABLE (x2)	RESISTANT (x1/2)	IMMUNE (x0)	ABSORBENT (♥)

OTHER APTITUDE

INVENTORY

EQUIP?	CATEGORY	WEIGHT	ITEM	VALUE
☐				
☐				
☐				
☐				
☐				
☐				
☐				
☐				

EQUIPMENT SLOTS

STANDARD	ENCHANTED

CARRYING CAPACITY

WEIGHT