

CHARACTER NAME: _____ CLASS: _____ LEVEL: _____ EXPERIENCE POINTS
 AGE: _____ SEX: _____ HEIGHT: _____ WEIGHT: _____ HAIR: _____ EYES: _____ RACE: _____
 MORALITY: _____ MORALITY POINTS: MOTIVATION 1: _____ MOTIVATION 2: _____

XP

STR	Ability Score	Ability Mod	HIT POINTS	Maximum	Current	Injured Threshold	ARMOR CLASS	AC	Temporary AC Bonus/Penalty	SAVING THROWS	Total Save	Save Rating	Ability Mod	Other Bonus									
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Don't forget about DR when taking physical damage!
 Initiative Rating + WISMod + DEXMod
 Conditions / Effects:

SPECIAL ABILITIES & TRAITS: _____
 Confidence

VISION & SENSES: _____ **LANGUAGES:** _____ **DOMINANT HAND:** _____

WEAPONS & ATTACKS (Attack Bonus = HR+STRmod (or DEXmod if Finesse/Ranged) - AttackPenalty + Other Bonuses)

ARMOR & DEFENSES

WEAPON:	Attack Bonus	Critical	Damage
Hand: R / L			
Big Action Attack:			
Attack:			
Other Info:			

ARMOR:

Armor Rating: _____ **ARvC:** _____

Armor Type: Simple / Light / Med / Heavy

Mobility Penalty Max DEX

Attack Penalty: _____

Wrestling Check: _____ (1d20+HR or Wrestling Ranks +STRMod +Other Modifiers)

Damage Resistance: _____

Time to Don: _____ Weight: _____

Armor Details: *Tattered (-IAC)*

WEAPON OR SHIELD:	Attack Bonus	Critical	Damage	Shield HP
Hand: R / L				
Big Action Attack:				
Attack:				Hardness
Other Info:				SR

OTHER DEFENSES	+ to AC
DEX Mod	
Shield Rating (SR)	
Natural Armor	
Active Parry Roll: 1d20 + _____	

WEAPON:	Attack Bonus	Critical	Damage
Hand: R / L			
Big Action Attack:			
Attack:			
Other Info:			

Resistances:

WEAPON:	Attack Bonus	Critical	Damage
Hand: R / L			
Attack Action:			
Other Info:			

Temporary Defenses:

FEATS(F) & CLASS ABILITIES(CA)

STORY NOTES & OTHER STUFF

AC = 10 + AR + DEXMod + SR + above modifiers
 ACvsCrit = 10 + ARvC + DEXMod + SR + above mods
 Touch AC = AC without Armor, Shield, Natural, Helm
 FFAC = AC without DEX, Dodge, Shield

Secondary Armor Set:
 AC: _____ ACvCrit: _____ FFAC: _____
 AR: _____ ARvC: _____ MobPen: _____
 MAXDex: _____ DR/AA: _____ Other: _____

Other Important Info:



