

CHARACTER SHEET							
(Character Name)			(Class	)			
(Level)	(Race)	(Ethos)		(Nature)			
(Gender)	(Height)	(Weight)	(Age)	(Hair Color)			
(Eye Color)	(Player Name)						
(Other Notes) _							

Attributes Score						
Attribute Name	STR	DEX	TOU	INS	INT	PER
ATTRIBUTE Bonus						
CLASS Bonus						
Secondary Attributes	BRA	AGI	END	WIL	REA	PSY
SIMPLE Check						
Secondary Attributes	BRA	AGI	END	WIL	REA	PSY
LEVEL Bonus						
Standard Check						

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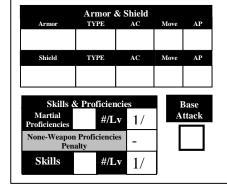
Touch AC Flat Footed Move Hit Points	
Hit Points	
Recovery Points	

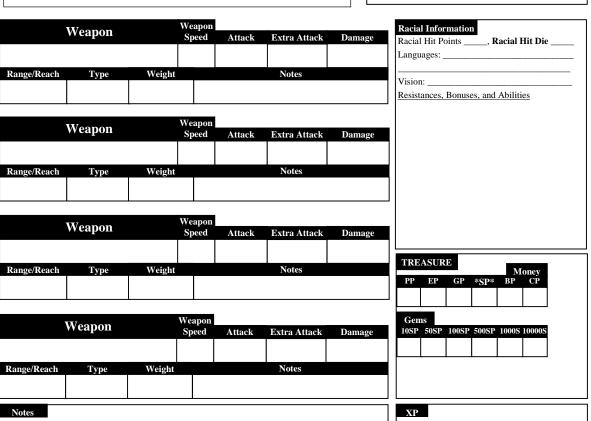
Armor Shield

Dex

Natural

Misc





SKILL	<b>5</b>
<u>Skill</u> <u>C</u>	<u>Check</u>
□ Acrobatics ■	AGI
□ Appraise ■	REA
□ Athletics ■	BRA
□ Concentration ■	WIL
□ Craft <b>■</b>	REA
□ Decipher Script	REA
□ Deceive ■	PSY
□ Disable Device	REA
□ Disguise ■	PSY
□ Escape Artist ■	AGI
□ Forgery ■	REA
$\square$ Gather Information $\blacksquare$	PSY
□ Grapple ■	BRA
□ Handle Animal	PSY
□ Heal ■	WIL
□ Herbalism	AGI
□ Intimidate ■	PSY
□ Knowledge (Engine.)	REA
□ Knowledge (Geogra.)	REA
☐ Knowledge (History)	REA
$\square$ Knowledge (Local)	REA
☐ Knowledge (Magic)	REA
$\ \ \Box \ \ Knowledge \ (Miracle)$	REA
$\square$ Knowledge (Nature)	REA
☐ Knowledge (Nobility)	REA
☐ Knowledge (Planes)	REA
☐ Knowledge (Religion)	REA
☐ Knowledge (Ruins)	REA
$\ \ \Box \ \ Knowledge \ (Undead)$	REA
□ Linguistics	REA
□ Persuade ■	PSY
□ Perception ■	WIL
□ Perform	PSY
□ Ride ■	BRA
□ Sense Motive ■	REA
□ Sleight of Hand	AGI
□ Sneak ■	AGI
	WIL
□ Swim	END
□ Thaumaturgy	REA
□ Use Rope ■	AGI

Character Background			Spell Pool		Magic Reserve Po	Magic Reserve Pool		Creation Points	
			Modifiers:		ALSEL VE TU	<u></u>	Cicadon Po	uito —	
Class Abilities									
		=							
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		$\  \ $	Total Encumbrance		Total Encumbrance		Total Encumbrance	<u> </u>	
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Magic Items Magic Score MS = 10 + End+1/2lvl						Mount T	Type:		
Item MR Item	MR Item	$\  \ $	Enc.		ll'	Name:			
		$\parallel$			ll ll	Type:			
		$\parallel$			ll ll	Armor:			
		П			ll ll	Class:			
		Ш			ll ll	Hit Poi	nts:		
		$\ $			ll ll	Move:			
		ᄔ							
		ı	Notes						
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