Character Name _____ Archetype _____ Level _____

Player _____ Origin _____

Ability Scores

Ability name	Score	Modifier	Temp
Strength			
Dexterity			
Constitution			
Intelligence			
Wisdom			
Charisma			

Hit Points

H.P. total	Hit Die	Current Damage

Armor Class

A.C. total = defense + Dex. + Misc. + 11

—or—

A.C. total = armor + Dex. + Misc. + 11

Imagination Points

Saving Throws

	Total	= Base	+ Abil.	+ Misc
Fortitude				
Reflex				
Willpower				

Focus

Feats and Special Abilities

Learned Incantations

Combat Statistics

	Total	=		+	
Initiative			Dex..		Misc
Melee		= Base +	Str.		+ Misc
Ranged		= Base +	Dex..		+ Misc

Weapon			Bonus	Damage
Range	Size	Weight	Type	Critical
Notes				

Weapon			Bonus	Damage
Range	Size	Weight	Type	Critical
Notes				

Helmet	AC	Max Dex	Check
Armor			
Shield			

Skills

Class	Skill Name	Ability	Total		Ranks		Abil		Misc.
□	Animal Empathy	Cha	___	:	___	·	___	·	___
□	Art (acting)	Cha	___	=	___	+	___	+	___
□	Art (dance)	Dex	___	:	___	·	___	·	___
□	Art (fine arts)	Wis	___	=	___	+	___	+	___
□	Art (music)	Wis	___	:	___	·	___	·	___
□	Art (writing)	Int	___	=	___	+	___	+	___
□	Athletics ■†	Str/Dex	___	:	___	·	___	·	___
□	Booby Traps	Int	___	=	___	+	___	+	___
□	Boy Scout Stuff ■	Wis	___	:	___	·	___	·	___
□	Home Ec ■	Int	___	=	___	+	___	+	___
□	Industrial Arts	Dex	___	:	___	·	___	·	___
□	Knowledge (athletic)	Int	___	=	___	+	___	+	___
□	Knowledge (tales)	Int	___	:	___	·	___	·	___
□	Knowledge (sciences)	Int	___	=	___	+	___	+	___
□	Magical Intuition	Int	___	:	___	·	___	·	___
□	Nimbleness ■†	Dex	___	=	___	+	___	+	___
□	Notice ■	Wis	___	:	___	·	___	·	___
□	Puzzles ■	Int	___	=	___	+	___	+	___
□	Ride ■	Dex	___	:	___	·	___	·	___
□	Sleight of Hand †	Dex	___	=	___	+	___	+	___
□	Sneak ■†	Dex	___	:	___	·	___	·	___
□	Socialize ■	Cha	___	=	___	+	___	+	___
□	Trick ■	Cha	___	:	___	·	___	·	___
□	_____	_____	___	=	___	+	___	+	___
□	_____	_____	___	:	___	·	___	·	___

Mark class skills with ☑.
Skills marked with ■ can be used at 0 ranks.
† indicates Armor Check Penalty applies