

PLAYER \_\_\_\_\_

CHARACTER \_\_\_\_\_

RACE \_\_\_\_\_

TEMPLATE S \_\_\_\_\_  
\_\_\_\_\_



CORE ABILITIES / RACIAL MAX / CURRENT / TEMP

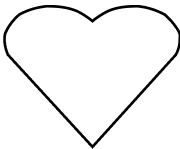
BRAWN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AGILITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ENDURANCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MIND	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SAVVY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHARM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LUCK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

PHYSICAL SKILLS PRSB POINTS PURCHASE POINTS TOTAL POINTS

ACROBATICS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CLIMB	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DRIVE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FILCH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INTIMIDATE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
JUMP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PICK LOCK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RIDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STEALTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SWIM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

VIGOR

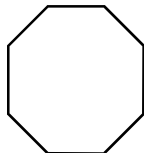
MOVE \_\_\_\_\_



INITIATIVE BONUS

DEFENSE

ARMOR \_\_\_\_\_  
SIZE \_\_\_\_ BONUS \_\_\_\_



SHIELD \_\_\_\_\_  
SIZE \_\_\_\_ BONUS \_\_\_\_

WEAPON \_\_\_\_\_ SIZE \_\_\_\_\_  
TOTAL MELEE ATT / DEF BONUS \_\_\_\_ / \_\_\_\_  
TOTAL RANGE ATT / DEF BONUS \_\_\_\_ / \_\_\_\_  
SPECIAL \_\_\_\_\_

WEAPON \_\_\_\_\_ SIZE \_\_\_\_\_  
TOTAL MELEE ATT / DEF BONUS \_\_\_\_ / \_\_\_\_  
TOTAL RANGE ATT / DEF BONUS \_\_\_\_ / \_\_\_\_  
SPECIAL \_\_\_\_\_

WEAPON \_\_\_\_\_ SIZE \_\_\_\_\_  
TOTAL MELEE ATT / DEF BONUS \_\_\_\_ / \_\_\_\_  
TOTAL RANGE ATT / DEF BONUS \_\_\_\_ / \_\_\_\_  
SPECIAL \_\_\_\_\_

MENTAL SKILLS MRSB POINTS PURCHASE POINTS TOTAL POINTS

BLUFF	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GOSSIP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LISTEN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LORE, ALCHEMY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LORE, ANCIENT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LORE, CREATURE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LORE, FORBIDDEN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LORE, GOD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LORE, MAGIC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LORE, OUTER REALMS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LORE, WORLD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
NEGOTIATE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
OBSERVE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PERFORM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SENSE TRUTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STET/REMOVE TRAP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SURVIVAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TREAT INJURY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

