Character Name | Race | Class / Level | Class / Level

Height | Weight | Age | Gender | Eyes | Markings

	Score	Mod	Temporary	
CON Constitution				
DEX Dexterity				
ANL Analysis				
INT Intuition				

HP Lvl x (Con+Bonus) — TOTAL [ ] - Mortal Damage [ ] Subdual [ ] Social [ ] = Current [ ]

MP Con + Anl + Lvl x Bonus — TOTAL [ ] - Active alchemical effects [ ] = Current [ ]

REGEN Int Mod +Bonus

FATE 1/ Scene

DESTINY 1/ Arc

WEAPON Crit Zone — Dexterity, Class Bonus, Specials, Range, Damage

WEAPON Crit Zone — Dexterity, Class Bonus, Specials, Range, Damage

BATTLE DEFENSE — Normal, DR, Flat-Footed, Touch — Intuition, Dexterity, Equipment, Dodge, Magic, Misc, Misc

ARMOR
- Type
- Defense
- DR

SHIELD
- Type
- Defense
- DR

FORT Fortitude — TOTAL [ ] = Con Mod [ ] + Class [ ] + Misc [ ]

REF Reflex — [ ] = Dex Mod [ ] + Class [ ] + Misc [ ]

WILL Will — [ ] = Anl Mod [ ] + Class [ ] + Misc [ ]

INIT Initiative — [ ] = Int Mod [ ] + Class [ ] + Misc [ ]

AMMO — Range Incriment, Recoil, Damage

DRESS DEFENSE — Normal, DR, Flat-Footed, Touch — Intuition, Dexterity, Equipment, Dodge, Magic, Misc, Misc

CLOTHING
- Type
- Env level
- Bonus

CLOTHING
- Type
- Env level
- Bonus

ITEMS IN TOOLBELT AND POCKETS

COINPURSE — Pp | Gp | Sp | Cp

WEAVE / ALCHEMY — Dice Number/Type, Shape, Effects, Delivery, Size, Trigger, Charges, Mana Cost

WEAVE / ALCHEMY — Dice Number/Type, Shape, Effects, Delivery, Size, Trigger, Charges, Mana Cost

WEAVE / ALCHEMY — Dice Number/Type, Shape, Effects, Delivery, Size, Trigger, Charges, Mana Cost

FEATS AND ABILITIES

SKILLS

Skill	Key Ability	TOTAL	Skill Points	Ability Bonus	Skill Feat	Magic
Ambush	Anl	=	x (	+	+	)
Assessment	Anl	=	x (	+	+	)
Athletics	Con	=	x (	+	+	)
Balance	Dex	=	x (	+	+	)
Bluff	Int	=	x (	+	+	)
Climb	Con	=	x (	+	+	)
Concentration	Con	=	x (	+	+	)
Craft	Anl	=	x (	+	+	)
Crypto	Anl	=	x (	+	+	)
Diplomacy	Int	=	x (	+	+	)
Disguise	Anl	=	x (	+	+	)
Drive	Dex	=	x (	+	+	)
Heal	Anl	=	x (	+	+	)
Hide	Int	=	x (	+	+	)
Hunt	Anl	=	x (	+	+	)
Interrogate	Int	=	x (	+	+	)
Intimidate	Int	=	x (	+	+	)
Leadership	Anl	=	x (	+	+	)
Listen	Int	=	x (	+	+	)
Oratory	Anl	=	x (	+	+	)
Parkour	Dex	=	x (	+	+	)
Perform	Int	=	x (	+	+	)
Pilot	Dex	=	x (	+	+	)
Prestidigitation	Dex	=	x (	+	+	)
Sabotage	Anl	=	x (	+	+	)
Sneak	Dex	=	x (	+	+	)
Spot	Int	=	x (	+	+	)
Surveillance	Anl	=	x (	+	+	)
Use Rope	Dex	=	x (	+	+	)
Weaveshroud	Anl	=	x (	+	+	)
Weavesight	Int	=	x (	+	+	)