

Character Name: _____ Character Level: _____ Class Level: _____ Kindred: _____ Age: _____

Alignment/Reputation: _____ Height: _____ Weight: _____ Social Class: _____ Culture: _____

Prior Profession: _____ Families, Allies, &Contacts: _____ Enemies and Rivals: _____ Environments: _____

	Defense:	Bonus:	Applies to:
STR			Melee attacks and saves requiring physical power, like lifting gates, bending bars, etc.
DEX			Saves requiring poise, speed, and reflexes, like dodging, climbing, sneaking, balancing, etc.
CON			Saves to resist poison, sickness, cold, etc. The Constitution bonus is added to healing rolls. A PC's number of item slots is always equal to their Constitution defense.
INT			Saves requiring concentration and precision, such as wielding magic, resisting magical effects, recalling lore, crafting objects, tinkering with machinery, picking pockets, etc.
WIS			Ranged attacks and saves requiring perception and intuition, such as tracking, navigating, searching for secret doors, detecting illusions, etc.
CHA			Saves to persuade, deceive, interrogate, intimidate, charm, provoke, etc. PCs may employ a number of henchmen equal to their Charisma bonus.

Class/Kindred Abilities, Talents & Perks:

Skill/Talent/Ability:	Rating:	Modifier:	Item:	Slots:	Item:	Slots:

Total Slots Used: _____

Less than 1/2 of your slots is unburdened. 1/2 to 2/3 of your slots is Light Load. More than 2/3 is Heavy Load.

Unburdened adds +2 to initiative and Dexterity rolls and No armor adds +1 to initiative and Dexterity rolls.

Unburdened up to Slots: _____ Light Load - up to Slots: _____ Heavy Load - up to Slots: _____

Base Speeds for Light Loads: _____ Heavy Loads: _____

Maximum Hit Points:	Wounds:	Grappling Conditions:
Current Hit Points:		Grabbed: Hold is established.
		Grappled: Speed=0. Negates any bonus to speed or AD.
Wound Penalty:		Restrained: As above. Disadvantage on your attacks and Dexterity saves. Advantage on attacks against you.
-2d6:		Rattled: As above. All rolls are with disadvantage.
-d20:		

Armor & AD:	Shield Type & AD:	Helmet +	Perks	= Total Armor Defense Without & With Shield:

Melee Weapon:	Hit:	Damage:	Reach:	Special:

Ranged Weapon:	Hit:	Damage:	ROF:	Short: +1	Medium: 0	Long: Dis Ad

ROF: Rate of Fire. Note: Firing into melee is at disadvantage.