

Character Name:

Kindred:

Character Level:

Class Level:

Exp. Points:

Social Class:

Culture:

Language:

Prior Profession:

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,

Optional Traits:

Talents

& Perks:

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

Coins and Treasure:

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.
Wound Penalty:		Grappled: Speed=0. Negates any bonus to speed or AD.
		Restrained: As above. Disadvantage on your attacks and Dexterity saves. Advantage on attacks against you.
	Get Out of Grapple: Strength save – successes of effect.	

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.

Magic/Sorcery/Divine Favors Worksheet

Anyone can sense magic within 30' by focusing for 1 minute and succeeding on a Wisdom check.

Caster Type: Number of Empowered Spells: Number of Castable Spells per Day:

Perk Level Bonus Die

Alchemy:

Artifice:

Religion (Specify):

Sorcery:

Mana (Level Less) Magic:

Spell Dice Type: Number: Exhaustion Range:

Spell Casting Special Failures:

Corruption points:

Piety Points:

Sorcery casting roll = DC 15 + three times Spell Level on a 2d10. Your Caster Level + Intelligence Bonus s + Sorcery Perk Level modify the roll.

Mana Magic casting roll = roll 2d10 + Intelligence Bonus + Sorcery Perk Level + total difficulty bonuses and penalties vs Spell Casting DC.

Divine Favor casting roll = roll 2d10 + Intelligence Bonus + Religion die vs Effect DC.

Effects of Casting Time on Sorcerous Magic Casting Rolls:

Empowered	Spell Level hours - double advantage	Spell Level minutes - advantage	Spell Level rounds - normal
Not empowered	Spell Level hours - advantage	Spell Level minutes - normal	Spell Level rounds - disadvantage
Device	Spell Level minutes - advantage	Spell Level rounds - normal	NA
Ritual	Spell Level years - advantage	Spell Level months - normal	Spell Level weeks - disadvantage

	Perk Level:		Perk Level:		Perk Level:		Perk Level:
Abjuration:		Conjuration:		Divination:		Enchantment:	
Evocation:		Illusion:		Necromancy:		Transmutation:	

Spells/Charms/Divine Favors: (I suggest listing the book and page number for each to easily reference.)