

Name _____ Race _____ Path _____

AC _____ Spell Resistance _____ Sanity _____ Saves _____

		HP					Mana					Stamina		
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5

Attributes Mental							Attribute Body							Attribute Interaction						
Alchemy	1	2	3	4	5	Total	Acrobat	1	2	3	4	5	Total	Animal Sense	1	2	3	4	5	Total
Arcana	1	2	3	4	5	Total	Athletics	1	2	3	4	5	Total	Bluff	1	2	3	4	5	Total
Heal	1	2	3	4	5	Total	Brawl	1	2	3	4	5	Total	Intimidate	1	2	3	4	5	Total
Knowledge	1	2	3	4	5	Total	Dodge	1	2	3	4	5	Total	Perform	1	2	3	4	5	Total
							Stealth	1	2	3	4	5	Total	Perception	1	2	3	4	5	Total
Leadership	1	2	3	4	5	Total	Tumble	1	2	3	4	5	Total	Sense Motive	1	2	3	4	5	Total
Religion	1	2	3	4	5	Total		1	2	3	4	5	Total	Sell/Persude	1	2	3	4	5	Total
Science	1	2	3	4	5	Total		1	2	3	4	5	Total	Search	1	2	3	4	5	Total
Seek	1	2	3	4	5	Total		1	2	3	4	5	Total		1	2	3	4	5	Total
Survival	1	2	3	4	5	Total		1	2	3	4	5	Total		1	2	3	4	5	Total
	1	2	3	4	5	Total		1	2	3	4	5	Total		1	2	3	4	5	Total
Path Thievery							Path Fighting							Path Spells/Prayers						
Ambush	1	2	3	4	5	Total	Endurance	1	2	3	4	5	Total	Arcane Magic	1	2	3	4	5	Total
Assassinate	1	2	3	4	5	Total	Parry	1	2	3	4	5	Total	Blood Magic	1	2	3	4	5	Total
Counterfiet	1	2	3	4	5	Total	Melee	1	2	3	4	5	Total	Concentration	1	2	3	4	5	Total
Disable Trap	1	2	3	4	5	Total	Ranged	1	2	3	4	5	Total	Elemental Magic	1	2	3	4	5	Total
Pick Lock	1	2	3	4	5	Total		1	2	3	4	5	Total	Gore Magic	1	2	3	4	5	Total
Sleight of Hand	1	2	3	4	5	Total		1	2	3	4	5	Total	Necromancy Magic	1	2	3	4	5	Total
	1	2	3	4	5	Total		1	2	3	4	5	Total	Soul Magic	1	2	3	4	5	Total

Backpack

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

Storypoints Gritty Fantasy: 8 pts High Fantasy: 10 pts Heroic Fantasy: 12 pts 3 StoryPoints = 1	Stunt Points Receive 1 Stunt Point everytime you roll doubles. You start with 3 Stunt Points every game session.	AC = 5 + Armor + Shield + Dodge Health = 5 + Body Mana = 5 + Arcana + Religion Sanity = Mental + Interaction Saves = Mental + Body Spell Resistance = 5+ Arcana + Religion Stamina = 10 + Endurance
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NOTES Gold	FEATS / ABILITIES
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[illegible]