

NAME	
BACKGROUND	
ROLE	
LEVEL	
DESCRIPTION & BACKGROUND	



CHARACTER PORTRAIT

ABILITIES		COMBAT		SAVING THROWS		OTHER STATISTICS	
STRENGTH		INITIATIVE		TOUGHNESS		SIZE	
DEXTERITY		DEFENSE		FORTITUDE		SPEED	
CONSTITUTION		BASE ATTACK BONUS		REFLEX			
INTELLIGENCE		MELEE ATTACK BONUS		WILL			
WISDOM		RANGED ATTACK BONUS		CHARACTERISTICS			
CHARISMA					VIRTUE		
DAMAGE TRACK				VICE			
0	5+	10+	15+				
BRUISED	DAZED	STAGGERED	UNCONSCIOUS				
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	WEALTH AND REPUTATION			
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	WEALTH			
			<input type="checkbox"/>	PROF. SKILL			
HURT	WOUNDED	DISABLED	DYING	DEAD	REPUTATION		
WEAPON		ATTACK BONUS		DAMAGE BONUS		RANGE	

SKILL	BONUS	SKILL	BONUS	SKILL	BONUS
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

FEATS

POWERS

SPECIAL ABILITIES

EQUIPMENT

CONVICTION	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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