

# ~CHARACTER SHEET~

Player:	Character Name:	Class & Level:
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Health: /		
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Energy: /		
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Close combat attack CCa: ( )	<b>SKILLS</b>			Skills max: (Level + 2)	
Ranged combat attack RCa: ( )	Animal control: ( )	Intimidate: ( )	Mechanics: ( )		
Arcane power APo: ( )	Apprise: ( )	Linguistics: ( )	Nimbleness: ( )		
Defense Def: ( )	Athletics: ( )	Lore (History): ( )	Read person: ( )		
	Attention: ( )	Lore (Magic): ( )	Reflexes: ( )		
	Bluff: ( )	Lore (Monsters): ( )	Stealth: ( )		
	Constitution: ( )	Lore (Persons): ( )	Will: ( )		

Abilities:	Description:	Cost	Time	Stacking

Weapons:	Challenge:	Damage:	Range:	Ammunition:	Gold coins:
	/	D6			
	/	D6			
	/	D6			
	/	D6			
	/	D6			

Silver coins:
Equipment:

Quest items:	Value: