



**DEFENSE** TOTAL = 10 + CLASS BONUS + DEX MOD. + SIZE MOD. + MISC. MOD. + ARMOR MOD.

**INITIATIVE** TOTAL = CLASS BONUS + DEX MOD. + MISC. MOD.

**VITALITY** TOTAL CURRENT **WOUNDS** TOTAL CURRENT

**CRITICAL INJURIES**

**SUBDUAL** CURRENT FATIGUED **STRESS** CURRENT SHAKEN

**CONDITIONS**

**SIZE** SIZE FOOTPRINT REACH

**GROUND SPEED** BASE **OTHER SPEED** BASE **TRAVEL SPEED** MPH

**PROFICIENCIES**

PROFICIENT FORTE UNARMED BLUNT EDGED HURLED  
 PROFICIENT FORTE BOWS BLACK POWDER SIEGE WEAPONS

**BASE ATTACKS** ATTACK TYPE TOTAL BASE ATTACK ATTRIBUTE MOD. MISC. MOD.  
**SAVING THROWS** SAVE TYPE TOTAL BASE SAVE ATTRIBUTE MOD. MISC. MOD.  
 UNARMED MELEE RANGED FORTITUDE REFLEX WILL



**WEAPON 1**

TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
RNG	SHOTS	QUALITIES/UPGRADES			

**WEAPON 2**

TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
RNG	SHOTS	QUALITIES/UPGRADES			

**WEAPON 3**

TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
RNG	SHOTS	QUALITIES/UPGRADES			

**WEAPON 4**

TYPE	ATK	DMG	THREAT	SZ/HAND	WGT
RNG	SHOTS	QUALITIES/UPGRADES			



**ARMOR**

TYPE	DR	DP	ACP	SPEED	WGT
DISGUISE	RESISTANCES		UPGRADES		

**COMBAT ACTIONS**

ACTION	BONUS/MOVE	TIME	EFFECT
<b>Attack Actions</b>			
Standard Attack	_____	half	1 attack against 1 target
Bull Rush *	_____	full	Move up to Speed toward 1 opponent; opposed Athletics check to push target 1 square + 1 additional square per 4 over opponent result; target becomes <i>sprawled</i>
Coup de Grace	_____	full	( <i>Helpless</i> adjacent target only) hit = unconscious or automatic critical hit + save vs. death (Fort DC 10 + Damage)
Disarm *	_____	half	Standard Attack vs. Standard Attack to disarm 1 target in Close Quarters
Feint	_____	half	Prestidigitation vs. Notice to render adjacent opponent <i>flat-footed</i>
Grapple *	_____	full	Athletics vs. Athletics to render target <i>held</i> ; both characters become <i>vulnerable</i> and may make additional Athletics (Str) checks to gain Grapple bene ts
Pummel	_____	full	Unarmed attack: hit = triple subdual damage
Taunt	_____	half	Sense Motive vs. Sense Motive to force opponent in Close Quarters to attack you with next action
Intimidate	_____	half	Intimidate vs. Resolve to inflict 1d6 stress damage to opponent in Close Quarters
Tire	_____	half	Resolve vs. Resolve to inflict 1d6 subdual damage to adjacent opponent
Trip *	_____	half	Acrobatics vs. Acrobatics to render target <i>sprawled</i>

<b>Initiative Actions</b>			
Aim	_____	half	(Unmoving target only) +1 with Standard Attack
Anticipate	_____	half	Sense Motive (DC 10 + target base attack bonus); success = dodge bonus to Defense equal to Wis mod (min. +1) for 1 full round
Delay	_____	free	1 Initiative for this round; max (10 + Init bonus) times
Distract	_____	half	Blu (Dex) vs. Sense Motive to reduce opponent's Initiative by 2d6 for this round only
Ready	_____	full	1 half action taken later during this round
Refresh	_____	1 round	If not attacked, regain 1 action die result in vitality or 2 wounds

<b>Movement Actions</b>			
Standard Move	_____ ft.	half	Move up to Speed in any direction
Handle Item	0 ft.	half	Draw, sheath, pick up, or manipulate 1 object
Mount/Dismount	0 ft.	full	Prepare to ride 1 trained animal or vehicle
Reposition	0 ft.	half	Stand or drop <i>prone</i> , become <i>flat-footed</i>
Run	_____ ft.	full	Move 4 x Speed in straight line (3 x Speed in full armor); become <i>flat-footed</i>
Total Defense	_____ ft.	full	1 Standard Move: +4 dodge bonus to Def for 1 full round

\* The larger opponent gains a +2 bonus per category of Size difference (except in the initiation of a Grapple, when the smaller opponent gains this benefit).

**COMBAT ABILITIES: CLASS ABILITIES, FEATS, TRICKS, AND OTHER OPTIONS**

NAME	NOTES	NAME	NOTES

## CARRYING CAPACITY

LIGHT LOAD \_\_\_\_\_ HEAVY LOAD ( 2 DEF/PHYSICAL, 1/2 SPEED) \_\_\_\_\_  
 OVERLOADED ( 5 DEF/PHYSICAL, CAN'T MOVE) \_\_\_\_\_  
 LIFT (2 x HEAVY LOAD, NO MOVEMENT) \_\_\_\_\_  
 PUSH/DRAG (2 x HEAVY LOAD, 1/4 SPEED) \_\_\_\_\_

## REPUTATION AND RENOWN

LEGEND \_\_\_\_\_ REPUTATION \_\_\_\_\_ RENOWN \_\_\_\_\_  
 HEROIC RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 MILITARY RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_  
 NOBLE RENOWN \_\_\_\_\_ TITLE \_\_\_\_\_

## GEAR

NAME	EFFECT	SZ/HAND	CONST	WEIGHT	NAME	EFFECT	SZ/HAND	CONST	WEIGHT

## MOUNT

NAME \_\_\_\_\_ SIZE (FOOTPRINT)/REACH \_\_\_\_\_ ( \_\_\_\_\_ ) / \_\_\_\_\_ SPEED \_\_\_\_\_ TRAVEL \_\_\_\_\_  
 ATTRIBUTES \_\_\_\_\_ INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_  
 SKILLS \_\_\_\_\_  
 QUALITIES \_\_\_\_\_  
 ATTACKS \_\_\_\_\_

## VEHICLE

NAME \_\_\_\_\_ SPEED \_\_\_\_\_ TRAVEL \_\_\_\_\_ SIZE/DEF \_\_\_\_\_ OCC/LOAD \_\_\_\_\_ CONST \_\_\_\_\_  
 QUALITIES \_\_\_\_\_

## CONTACT 1

## CONTACT 2

NAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEEDNAME \_\_\_\_\_ TRUST \_\_\_\_\_ SIZE/REACH \_\_\_\_\_ SPEED \_\_\_\_\_  
 ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_ ATTRIBUTES \_\_\_\_\_ REP COST \_\_\_\_\_  
 INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_ INIT \_\_\_\_\_ ATK \_\_\_\_\_ DEF \_\_\_\_\_ RES \_\_\_\_\_ HEALTH \_\_\_\_\_ COMP \_\_\_\_\_  
 SKILLS \_\_\_\_\_ SKILLS \_\_\_\_\_  
 QUALITIES \_\_\_\_\_ QUALITIES \_\_\_\_\_  
 ATTACKS \_\_\_\_\_ ATTACKS \_\_\_\_\_  
 GEAR \_\_\_\_\_ GEAR \_\_\_\_\_

## HOLDING 1

## HOLDING 2

NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_ NAME \_\_\_\_\_ SCALE \_\_\_\_\_ GUESTS \_\_\_\_\_ / MAX \_\_\_\_\_  
 UPGRADES \_\_\_\_\_ UPGRADES \_\_\_\_\_  
 \_\_\_\_\_ REP. COST \_\_\_\_\_ REP. COST \_\_\_\_\_

## MAGIC ITEMS

NAME	ITEM LVL	ESSENCES	CHARMS	REP COST

# GEAR AND PRIZES

<b>CASTING LEVEL</b>	—	<b>SPELL POINTS</b>	—	<b>SPELLCASTING BONUS</b>	=	RANKS	+	INT MOD.	+	MISC. MOD.	=	TOTAL
<b>SPELLS KNOWN</b>	=	RANKS	+	WISDOM SCORE	+	MISC. MOD.	=	10+	+	CHA MOD.	+	FEATS

**SPELL LIST**

NAME/SCHOOL	LEVEL	CASTING TIME	DISTANCE	AREA	DURATION	SAVING THROW	PREP COST	EFFECT

**SPELLCASTING ABILITIES: CLASS ABILITIES, FEATS, PATHS, AND OTHER OPTIONS**

NAME	NOTES	NAME	NOTES

